

# CS 91S: Games Systems

## Remake Project

**WIP October 24th by class**

**DUE October 29th by 11:59PM**

You and your partner will study a classic arcade/early-computer/atari game by remaking it in TIC-80. You do not have to recreate every aspect of the original game, but your remake should capture the essence of the original game. Be mindful of taking advantage (or rebelling against) of TIC-80's affordances, in other words, what aspects of the original game does TIC-80 make it easy to recreate.

You can choose any video game before 1986, but the more obscure the better. Moreover, you are prohibited from doing Pong, Snake or Breakout (however classic those games might be, they've been remade to death!).

### 1 Learning Objectives

- understand what makes a classic game special by distilling it to its essence;
- create a **working** reimagination of the game on TIC-80 in Lua;
- think and write critically about your remake.

### 2 Deliverable

Submit your write-up on GitHub as a [README.md](#). Your writeup should be about 1024 words, it should read clearly and look nice. You will present your work during the lab period using a few slides, a play-test session, and a demonstration. You should also include your TIC-80 game as a lua file and a collection of HTML files.

```
unix:~$ cd remake
unix:~$ tic80 --fs .
tic-80:~$ save remake.lua
tic-80:~$ load remake.lua
tic-80:~$ export html remake.zip
unix:~$ unzip remake.zip -d game
```