

Grebing/Stafl 6.111 Final Project Checklist

Design

- Matlab code to translate bitmap images into .coe files [Eric]
- Block Diagram and code for all game modules [Eric]
- Block Diagram and code for all visual controller modules[Erik]

Functionality:

- Have all sprites appear on screen and move to simulate the skier's motion [Eric]
- Game successfully enters crash mode when a skier crashes into a landscape object [Eric]
- The timer module correctly times and displays skier's route from start to finish [Eric]
- Slalom game assigns time penalties if a flag is missed [Eric]
- Identification of certain colored pixels from a camera [Erik]
- Show functionality of center of mass calculation [Erik]
- Use results of pixels from camera to assert skier orientation command [Erik]
- Integrate Controller with game interface [Eric and Erik]

Functionality if time allows:

- Skier jumps over ramps on course [Eric and Erik]
- Sound effects and game music implemented [Eric and Erik]
- Other sprites (dogs, snow monster) run across screen [Eric and Erik]