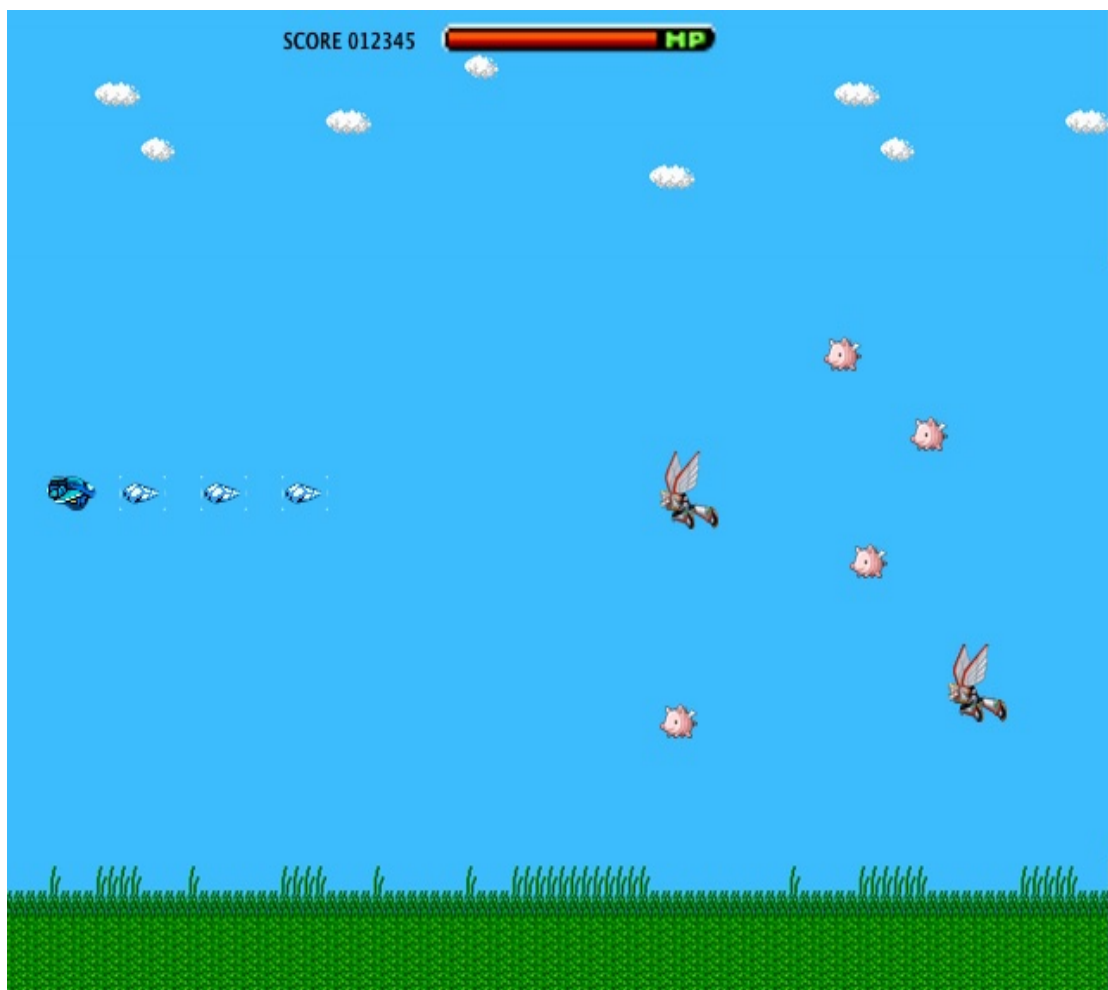


# EOKIMO @ FARM

## Project Proposal

{may2114, ps2829, [sr3155](mailto:sr3155@columbia.edu)}@columbia.edu  
Miguel A Yanez, Prachi Shukla, Shruti Ramesh



## **Introduction:**

Eskimo @ Farm follows the adventures of an eskimo navigating the complexities of farm life. It is a single player game and will follow the format of a side scrolling shoot-em up, where the player must successfully navigate the map while being attacked by enemies.

## **Design Features:**

Our design will consist of separating the game logic into software and the controlling mechanisms into hardware. The game will use sprite-based graphics drawn on a VGA screen. Inputs to the game will be done through an original NES game controller. The following is a breakdown of our potential modules:

- **Video**
  - VGA driver
  - Sprite Controller
- **Audio**
  - Audio Controller
  - Speaker
- **Controller**
  - NES Controller Driver/ NES USB Remote Controller
- **Software**
  - Game Logic
  - Enemy AI

## **Milestones:**

### **Milestone 1 (April 2<sup>nd</sup>)**

- VGA driver for the video interface
- Logic for the Sprite Controller
- Driver for Audio Controller

### **Milestone 2(April 14<sup>th</sup>)**

- Basic Game Logic
- NES Controller Logic

### **Milestone 3(April 28<sup>th</sup>)**

- Final Game Logic
- Enemy AI

### **Final Submission (May 14<sup>th</sup>)**

- Wrap Up
- Documentation
- Presentation