Eskimo @ Farm

Project Proposal
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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 2nd)**
- VGA driver for the video interface
- Logic for the Sprite Controller
- Driver for Audio Controller

**Milestone 2 (April 14th)**
- Basic Game Logic
- NES Controller Logic

**Milestone 3 (April 28th)**
- Final Game Logic
- Enemy AI

**Final Submission (May 14th)**
- Wrap Up
- Documentation
- Presentation