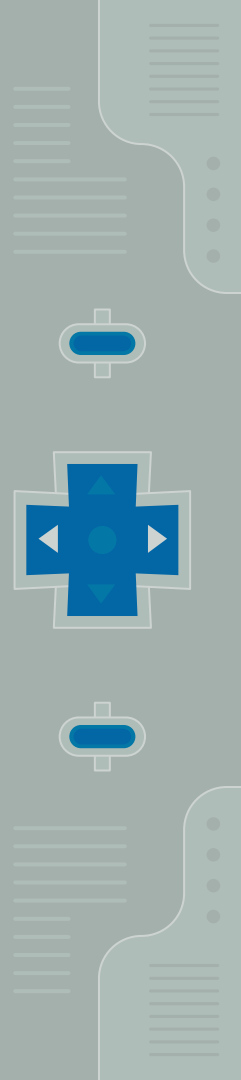


03

# Atari 2600: Workshop

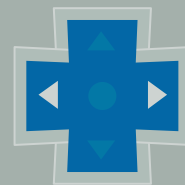
The O.G. Game Console....well... one of them...





80

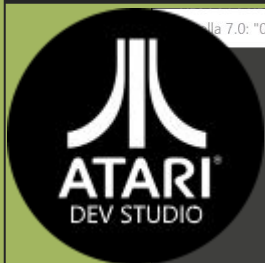
160





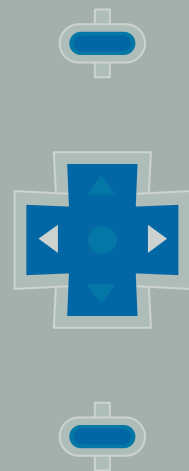
Let's add Sprite Movement  
joy0 and joy1 have  
right/left/up/down events

```
1          53      drawscreen
2      x=50      54
3      y=50      55
4          56      if joy0right then x= x+1
5      main      57      if joy0left then x=x-1
6          58      if joy0up then y=y-1
7      COLUBK=$02 59      if joy0down then y=y+1
8          60
9          61      goto main
10     player0x=x
11     player0y=y
```



la 7.0: "03\_playerspriteanim.bas"

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11



ACTION



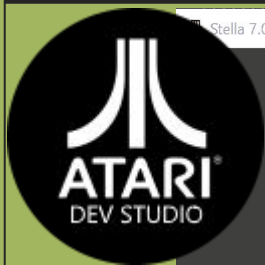
## Change Directions

REFP0 - "reflect player0"

REFP1 - "reflect player1"

Value	Effect
0	do not reflect
8	reflect

```
if joy0right then x= x+1
if joy0left then x=x-1 : REFP0=8
if joy0up then y=y-1
if joy0down then y=y+1
```

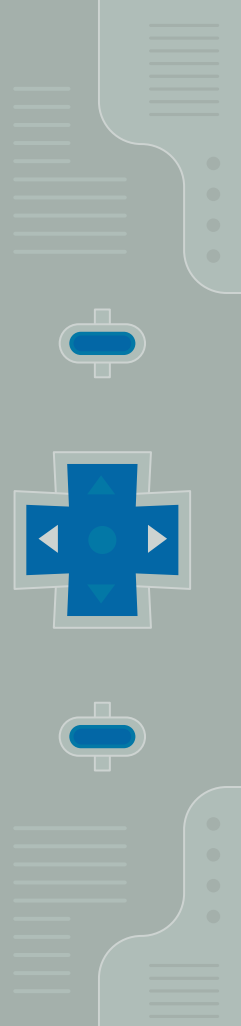


Stella 7.0: "05\_playerreflect.bas"

```
if joy0r:  
if joy0l:  
if joy0up:  
if joy0d:
```



ACTION

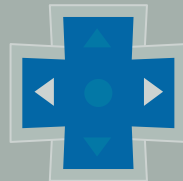




## ACTION

Create an animated player1  
sprite that moves with the  
keyboard

- What keys are bound in  
Stella to player1?





## Collisions!



```
x=50
y=50
c=$28

main
  COLUBK=$02
  COLUP0=c
  COLUP1=$28

  player0x=x
  player0y=y

  player1x=100
  player1y=50

  if collision(player0,player1) then c = c+1 else c = $28

drawscreen
```





## Missiles!

```
NUSIZ0 = $30  
missile0height=1  
missile0x = 100  
missile0y = 50
```

```
2 missiles, 0/1  
1 ball
```

```
ballx, bally  
ballheight
```

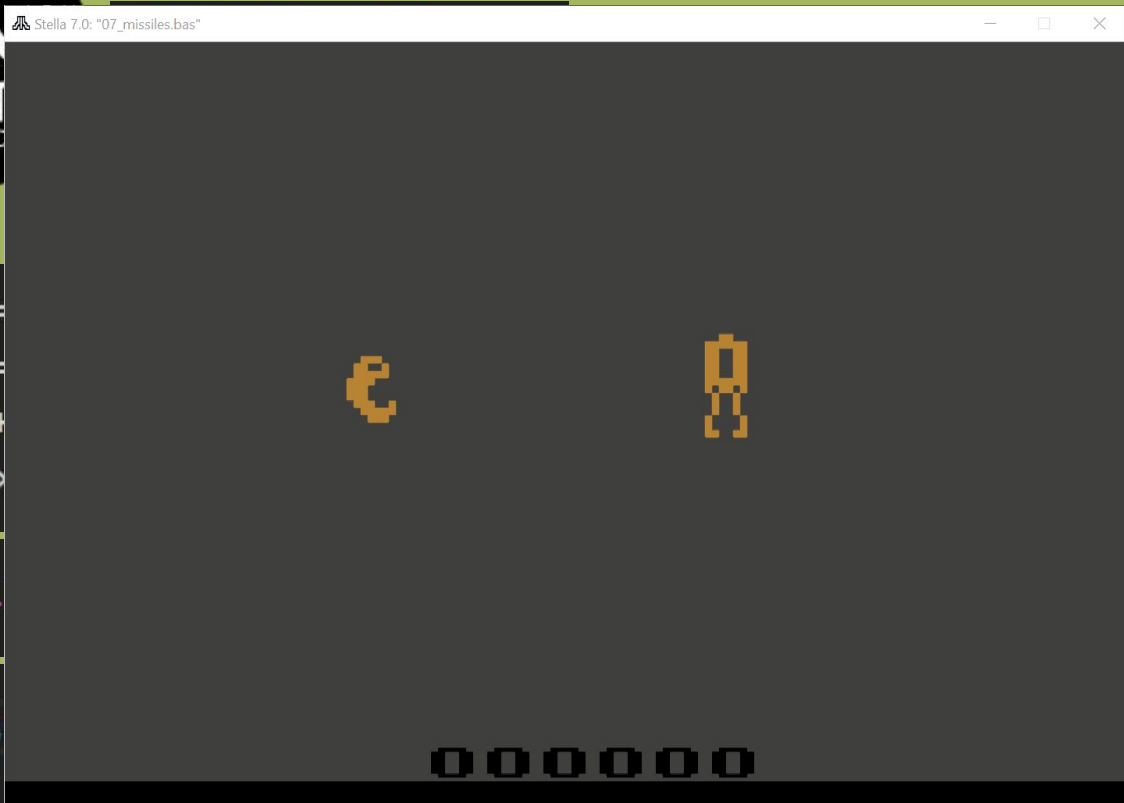
```
if m = 1 then missile0x = 0: missile0y = 0: d=1  
if m = 2 then missile0x = player0x+4+d : missile0y = player0y-8  
d = d+ 1  
if d > 99 then d = 0:m=1 ; limiter for missile
```

```
if collision(missile0, player1) then score = score + 1
```

```
if missile0x > 150 then d=0: m=1 |
```



# Collisions!



```
if m =  
if m =  
d = d +  
if d >
```

```
if col
```

```
if mis
```

layer0y-8

ACTION