04

Atari 2600: Workshop

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

ATARI WORKSHOP SCHEDULE

TUESDAY

01	9:30-10am	Intro/Context
02	9am-10am	DEV: first Atari 'game'!
03	10am-11am	• Sprites/Animations • Movement • Collisions

COFFEE BREAK!!!!!

04	11:15-12:30	. The Playfield

The Playfield

160

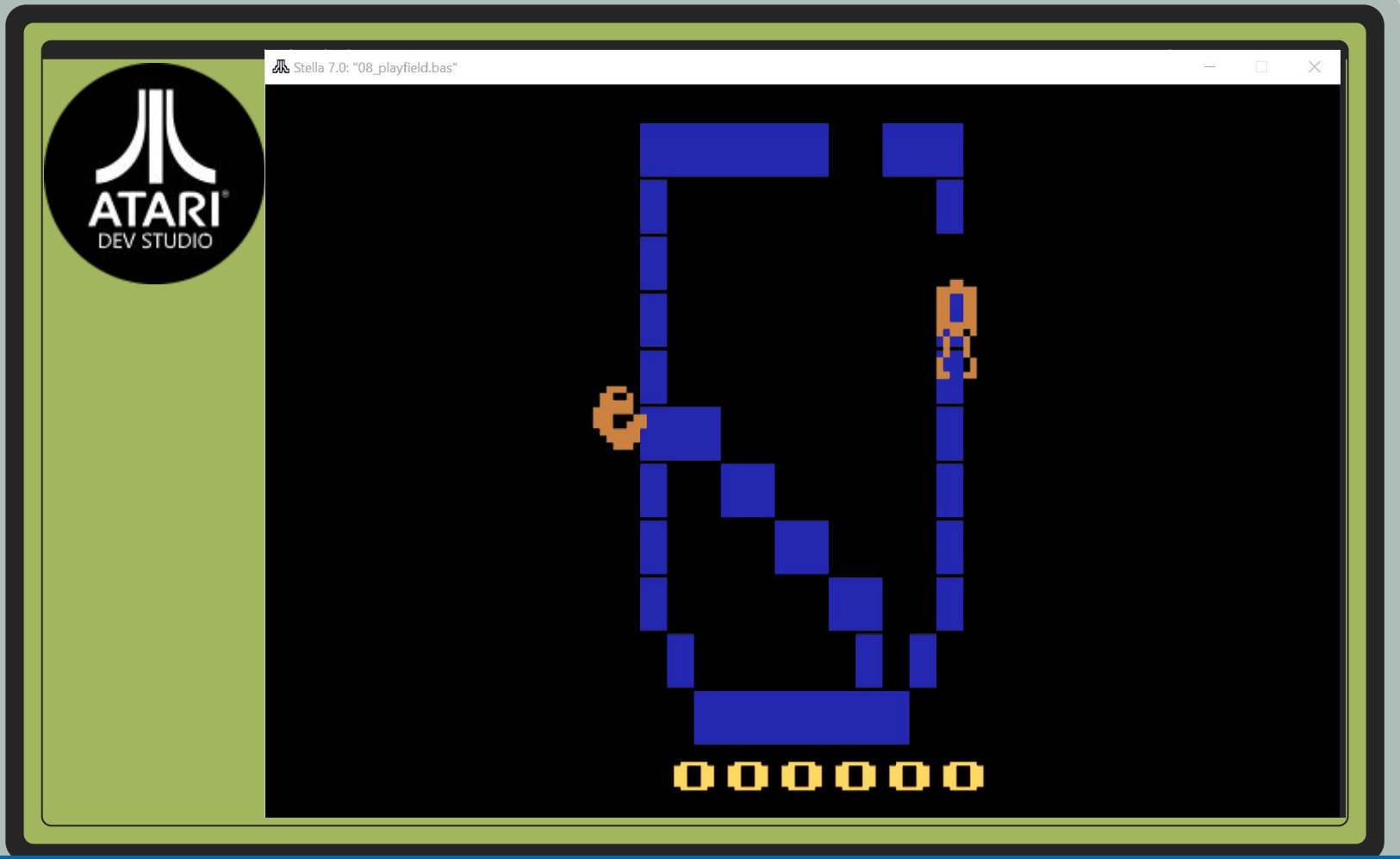
80

ATARI
DEV STUDIO

32

11

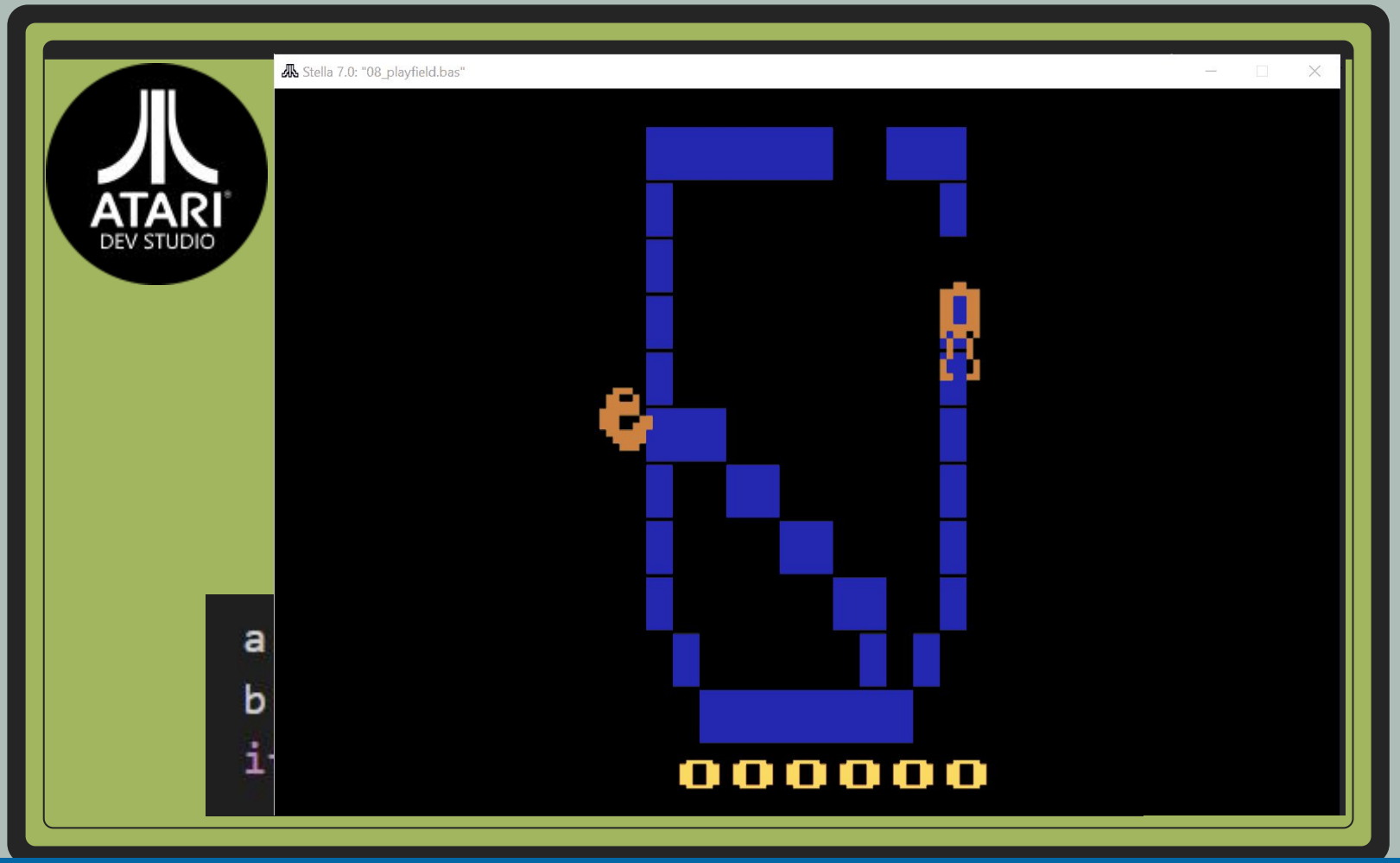
```
playfield:
..........xxxxxxx..xxx..........
..........x.........x..........
..........x.......................
..........x.........x..........
..........x.........x..........
..........xxx.......x..........
..........x..xx.....x..........
..........x....xx....x..........
..........x......xx..x..........
...........x......x.x...........
............xxxxxxx.............
end
```


ATARI
DEV STUDIO
Stella 7.0: "08_playfield.bas"
ACTION

ACTION

Create your own Playfield
- Play with the scrolling options:
  - pfscroll left
  - pfscroll right
  - pfscroll up
  - pfscroll down
  - pfhline x y w on
  - pfvline x y h on
  - pfpixel x y on

```
a = (missile0x-8)/4
b = missile0y/8
if pfread(a,b) then pfpixel a b off
```


ATARI
DEV STUDIO
Stella 7.0: "08_playfield.bas"
a
b
i
ACTION

ACTION

- Can you make your playfield destructible?
- Can you increase your score each time you hit a block?
- Add Sprite animations to the Enemy as it moves
- Try to add some logic to make the enemy more ‘interesting’
  - I.e. change the movement, or add another missile or both!

ATARI WORKSHOP SCHEDULE

WEDNESDAY

05	9am-10am	. Audio (Sound Effects) . Audio (Music) . Sprite Colors
06	10am-11am	. Designing your game . Dev Session

COFFEE BREAK!!!!!

07	11:15-12:30	. FINISHING TOUCHES . SHOWCASE YOUR GAME