

# 98-026

# Nintendo

Bob Rost  
April 14, 2004

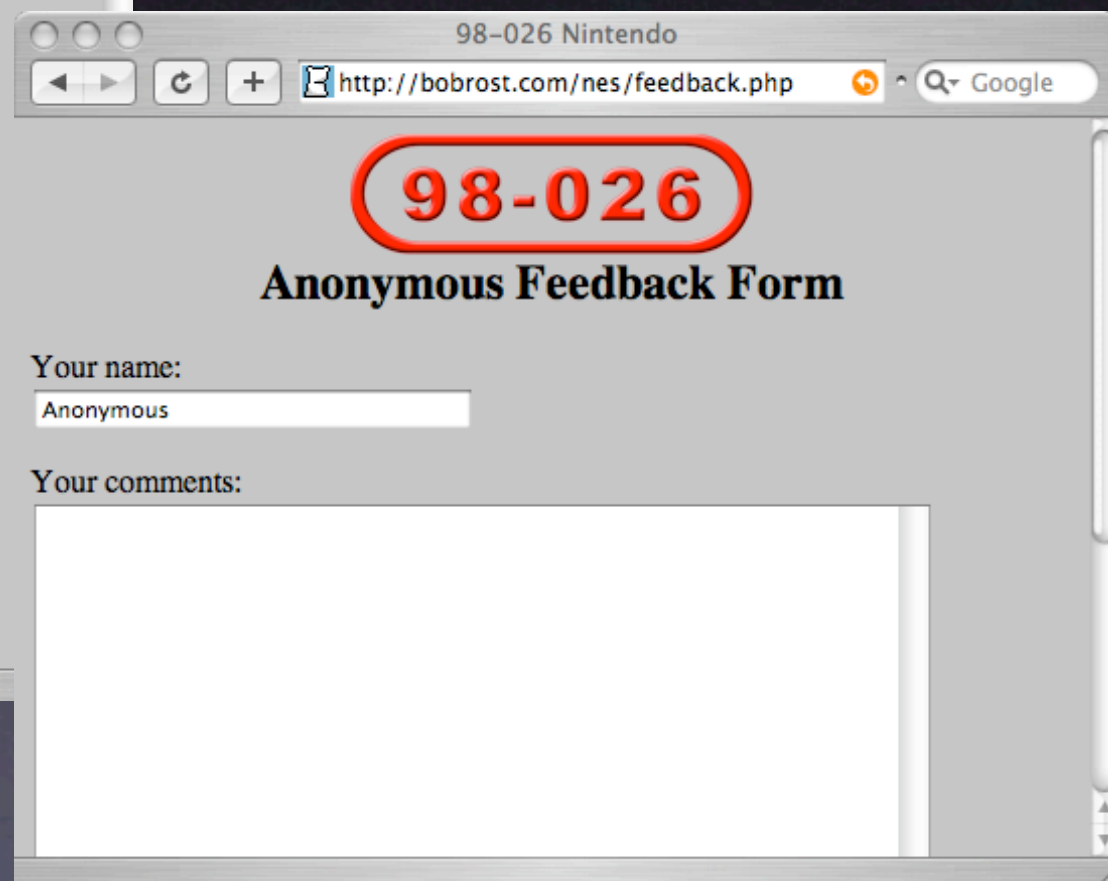
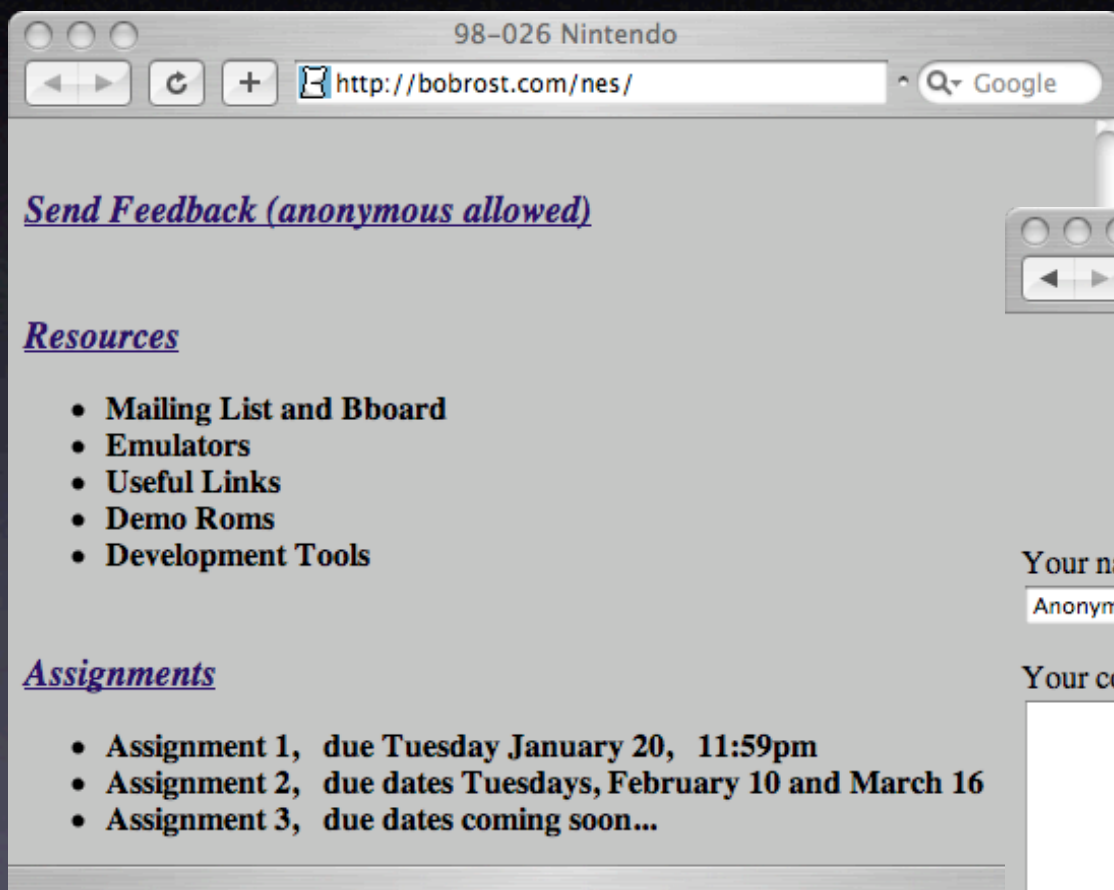
**DO NOT WEAR SHOES**

# Today

- Important Announcements
- The Power Pad
- Game Quality
- Distraction
- Q & A  
get it? it's an html joke

# Announcement

Anonymous feedback form on the webpage





# Announcement

- Remember, Assignment 3 is due in just under 2 weeks
- I didn't post explicit guidelines on the webpage because I'm lazy like that, but it's in last week's lecture slides, and pretty much the same as Assignment 2's "full game".

# Announcement

- I may be suddenly gone in California during the last class. If I am, I'll post to the bboard and mailing list before I go, and the last class/party will be later (does the following Wednesday conflict with anything?)

# Demos

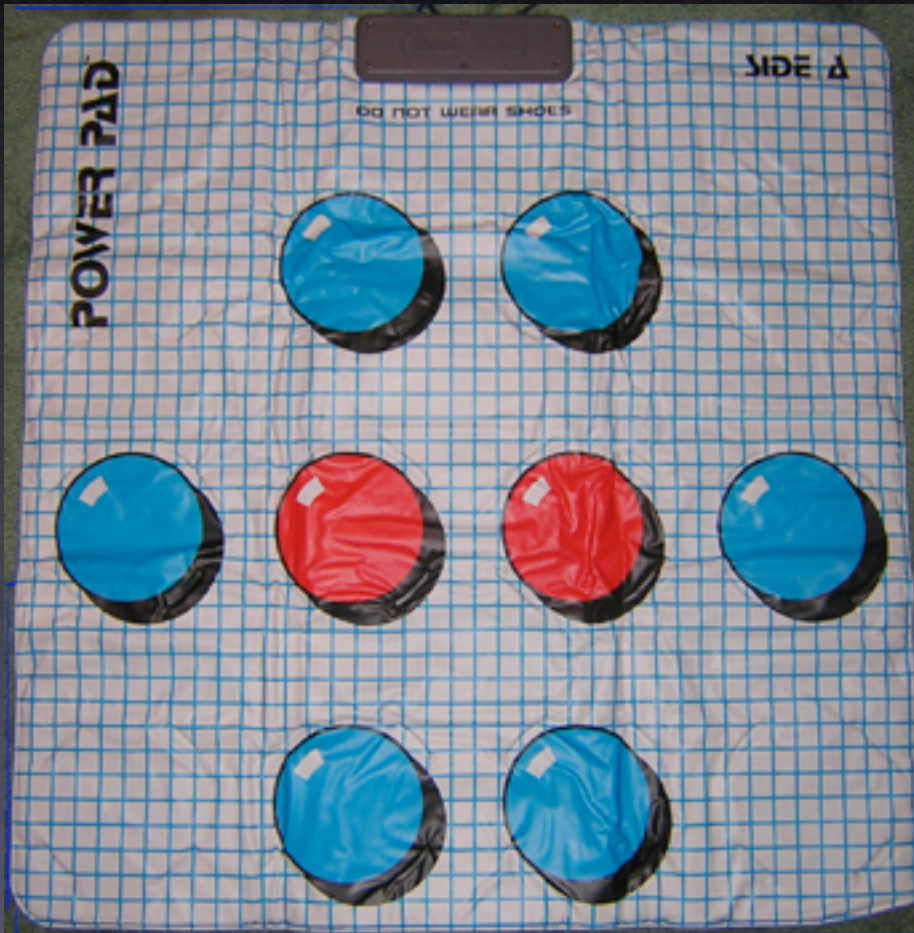


# Announcement

- I would really like to see the state of your game next week.
- Do something before then.
- Work on Nintendo tonight and tomorrow. You can still party the rest of the weekend.

# Power Pad

Side A



Side B



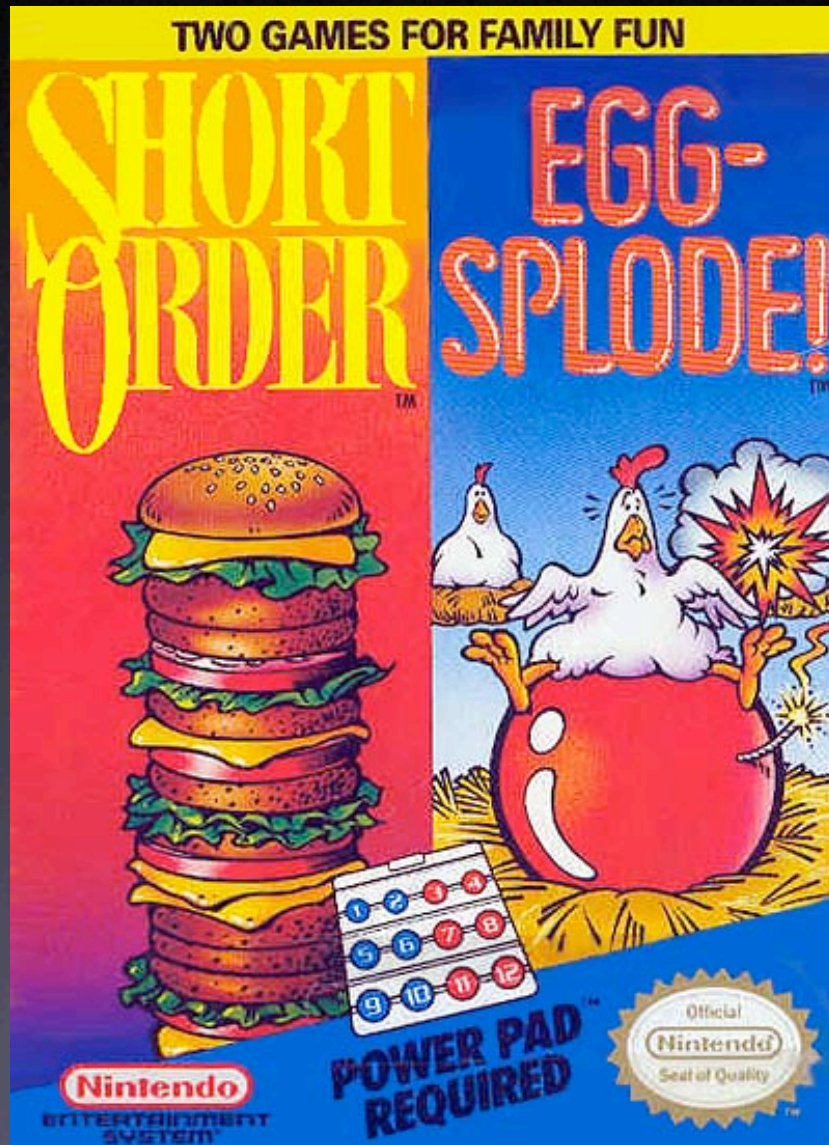


# Power Pad

Don't you dare even think of it!



# Power Pad Games





# Power Pad Games

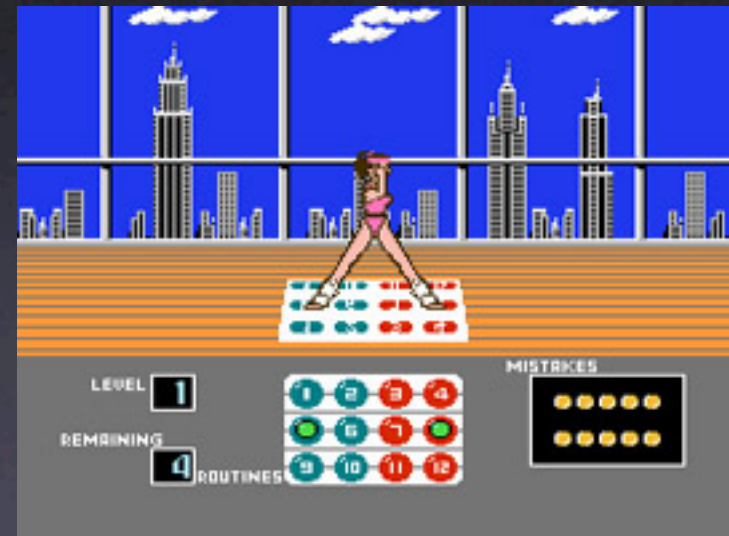
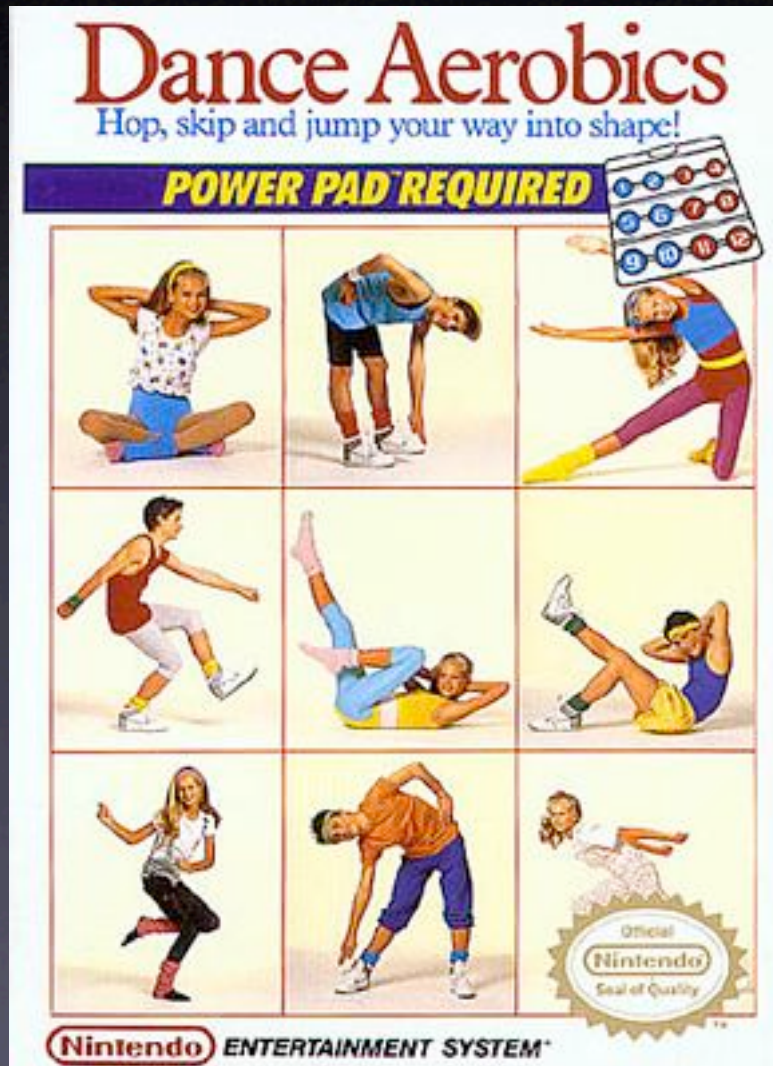




# Power Pad Games



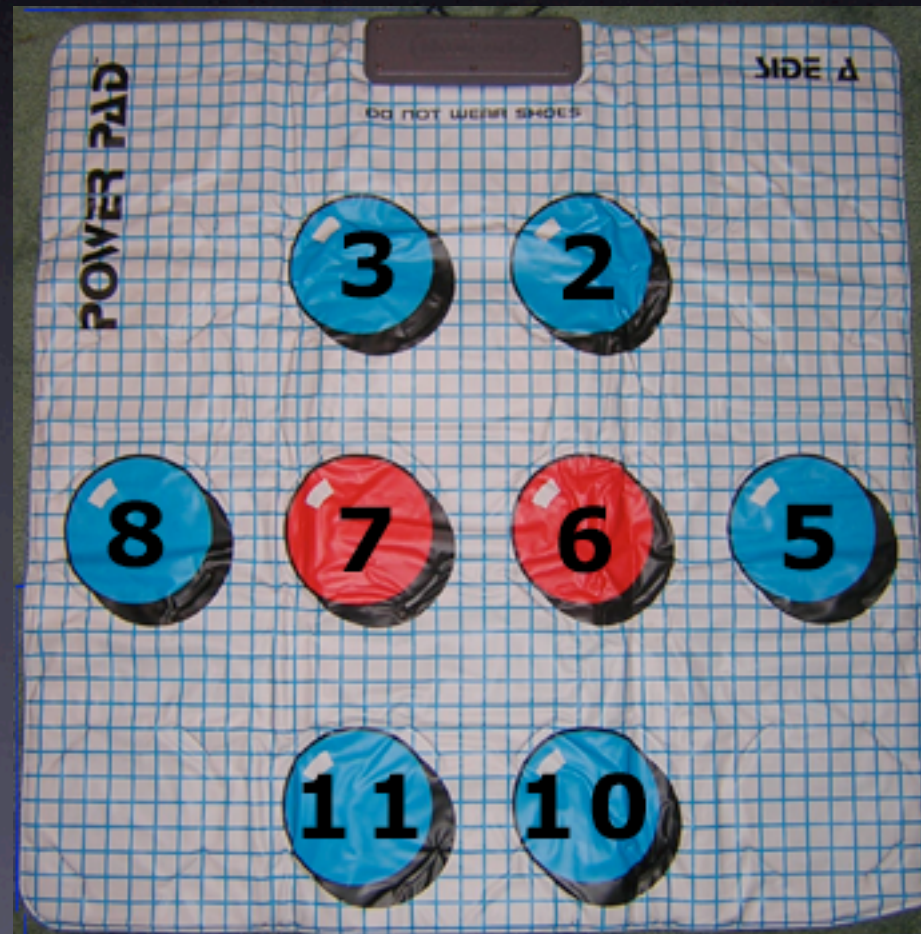
# Power Pad Games





# Power Pad

Same buttons on both sides, but backwards  
(unnumbered buttons still work)





# Power Pad Technical

- Plugs into joystick port 2
- Strobe then read, like joysticks
- Some buttons sent in parallel
- Button status sent on bits 3 and 4 (counting from zero)
- 8 bytes tell state of entire pad

# Reading the Pad

- Send strobe (I/O) to \$4017
- Read 8 status bytes from \$4017



	bit 3	bit 4
byte 0	button 2	button 4
byte 1	button 1	button 3
byte 2	button 5	button 12
byte 3	button 9	button 8
byte 4	button 6	--
byte 5	button 10	--
byte 6	button 11	--
byte 7	button 7	--



# Game Quality





# Bob's Seal of Approval

- Earning a seal is optional, but the NES development community will probably think more of your game if it has one
- Once you have earned a seal, you may put it on whatever box/manual/poster/game art you want
- Various levels, depending on your game's overall quality
- Using my seal if you haven't earned it will make me very angry!!!!

# Quality Levels

- Wooden: It's a game  
(title screen, something to play, ending)
- Silver: It's a pretty good game with box and manual, but it may have some problems (SOF would get this)
- Gold: It's a high quality game (fun, compatibility, graphics, sound, artwork)



# Earning a Seal

- Turn in your game and box/manual art to me for a quality review
- I will review it and let you know which seal I award you, and provide the appropriate source image file, and suggestions of what you might fix for the next level seal

# Juggling

- I'm seriously low on Nintendo-related material to talk about
- I like juggling



# Juggling

- One ball
- Two balls, two hands: Catch / throw
- Three balls
- Two balls, one hand
- Four balls

# Q and A

- How are your games going?
- Are you further than you were at mid semester?
- Any major problems?



# Next Week

- Show games as they are (one week before the last class!). I'd like to see everyone's progress
- Question and Answer, about your games
- Anything else? Give me suggestions.

GAME OVER