# 98-026 Nintendo

Bob Rost April 14, 2004

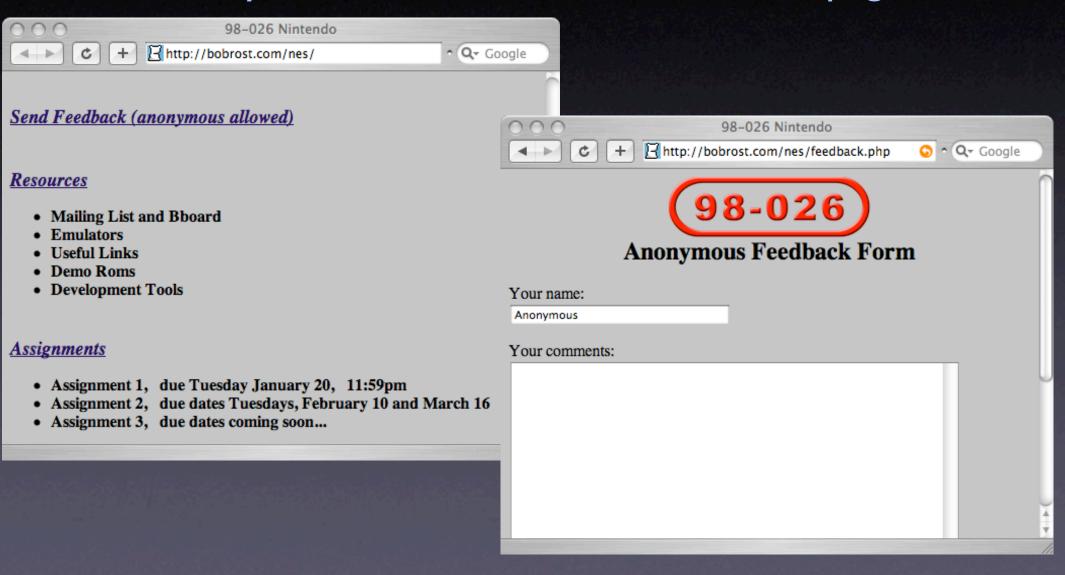
#### DO NOT WEAR SHOES

# Today

Important Announcements
The Power Pad
Game Quality
Distraction
Q & amp; 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







## Power Pad

#### Don't you dare even think of it!

#### DO NOT WEAR SHOES

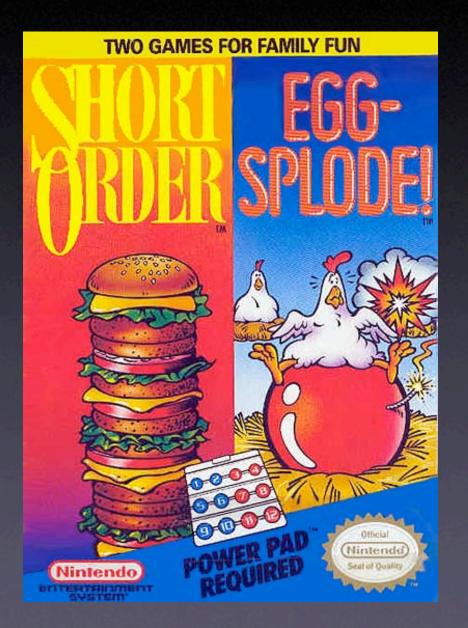


#### WARNING

Persons with heart, respiratory, back and joint problems, or high blocd pressure or under a physician's direction to restrict activity should not use the Power Pad without a physician's advice. Pregnant women should not use. Serious injury can result.

Nintendo' PWP

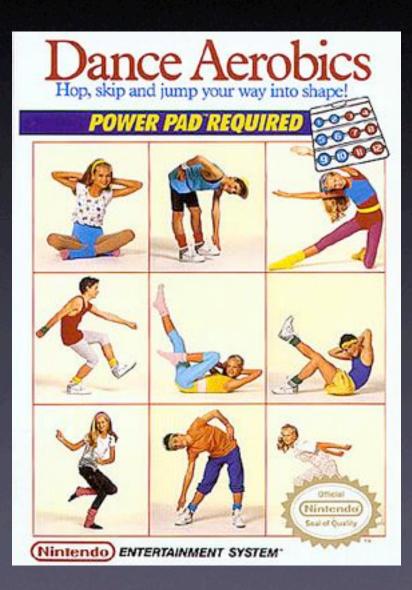
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### Power Pad

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 (1/0) to \$4017

• Read 8 status bytes from \$4017

POWER PAD SIDE B	
	byt
byte 1 byte 0 byte 1 byte 0 bit 3 bit 3 bit 4 bit 4	byt
	byt
	byt
byte 2 byte 4 byte 7 byte 3 bit 3 bit 3 bit 3 bit 4	byt
	byt
	, byt
byte 3 byte 5 byte 6 byte 2 bit 3 bit 3 bit 3 bit 4	, byt

	bit 3	bit 4
oyte 0	button 2	button 4
oyte l	button I	button 3
oyte 2	button 5	button 12
oyte 3	button 9	button 8
oyte 4	button 6	
oyte 5	button 10	
oyte 6	button II	
oyte 7	button 7	

# Game Quality

#### Bob Rost Wooden Seal of Approval

This seal signifies that this game meets Bob Rost's minimum quality standards for independent NES games.

# 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