

PANIC DIZZY - GAME DESIGN

Overall

No text - therefore no language problems

5 Games to choose from

The palette for the border remains the same for each of the games.

1 player game (you choose either Dizzy or Daisy)
- you must select an opponent (1 of the Yolkfolk) and that player plays against you with Artificial Intelligence. The Character that you choose is effectively the difficulty level. If you can beat all the yolkfolk, or beat the most difficult you will have the option to beat Zaks, the ultimate challenge.

2 player game, Each player selects any of the yolkfolk and can both select the Difficulty level they want.

For 1 player games the yolkfolk are in order of intelligence.

Dozy = easiest

Dylan

Grand Dizzy

Dora

Denzil

Dizzy/Daisy = The most difficult

Zaks = special (Only appears if others all beaten)

The order of Objects and the positioning is set. Every game is in identical order, This makes things fair.

When Objects are pulled or shot, they move at one space per turn.

Controlling your character, it must work like an LCD game.
i.e. to move left requires a click left. There is no auto-repeat. If you press down left, you will only move once, regardless of how long you hold it down. There is no need for in-between positions for the sprite.

It should click across. Therefore the following positions are needed for the characters:-

standing forward - arms down

standing forward - arms up

Pace should subtly quicken on introducing the cards, but not the player speed- because that should already be as fast as a human can click the player across.

In all the games, the pulse sprite moves along the pulse line and is in sync. with the objects being automatically introduced, therefore it should reach the "P" of "PANIC" and the next object/objects should drop down.

Technical Stuff

During the game, you should update the left side on the first frame and the right side on the second frame.

You should print chrs to the screen in vertical mode.

For each player you should:-

Table for grid (format) :- 6x10 bytes (topleft=table+0)
(next down=table+1)
(bottom left=table+9)
(toprow, 2nd in=table+10)
(bottom right=table+59)

0=no block (get background)
1=block 1
2=block 2
etc.

You should have a table for each player for:-

statictable (blocks that are coming down)
worktable (where you setup the new stuff to be printed)

Order of processing:-

At the beginning of the game, clear all tables to zero.

... in the main loop

Check if new blocks need to be introduced, if so then update the statictable. Copy bottom row to overflow (6 bytes).

copy statictable to worktable

now do all movement checking, matching etc. putting all info in the worktable and updating sprite table and scores etc.

Using the worktable calculate the string that will update the screen.

now wait for the sprite collision and turn the screen off early.

Now write the string that you prepared.

print calcs.

1 column of blocks=44writes (10x2x2+4) write vertically
all 6 columns=264(6x44)

now wait for the flyback and write the general stuff like the PANIC
and score etc. (may not need to wait) - since the chr. dump was an
exact no. of T-states.

now do the same for Player 2

go back to start of mainloop....

Character allocation

The basic border is always resident =0 - 99 background chrs

The background picture =100-186

The foreground blocks = 187-254

player sprites 3frms*4by4 *2 = 0-71

bonus sprites/bombs etc = 72 onwards

Game 1 - Cards

Objects are card suits - diamonds, clubs, hearts and spades

There are also some special bonus cards.

The background is grey playing cards

The border is various browns

Objects are introduced 1 at a time, therefore the columns do move independantly.

Controls are:- LEFT & RIGHT,

DOWN = Change shape

UP = shoot the current shape

The current shapes are indicated in the middle column, there are a row of sprites (Hearts, Clubs, Diamonds, Spades). To the left is a sprite arrow indicating the direction of selection for player 1, and to the right is player 2's arrow.

After a card is shot, it stops when it hits a card. It then knocks out any created rows or columns of similar suit. Then the number of cards minus 2 are sent across to the other player. (lines allowed horizontally and vertically and must include the card shot)

When Taking cards out, the joker (if any) acts as any suit.

Cards with numbers, 1,2,3,4,5, take off the corresponding number of cards in that column. If the card is used just as part of a row or column the card is merely taken off, and the player has forfeited the bonus option.

Bomb, contains a small sprite (spade, diamond, club, heart) If you hit it with the correct card then all that suit disappear on your screen.

Lightning cards - when player 1 hits it, it explodes along with the card shot 2nd player becomes Frozen and PANIC flashes for 2 seconds (approx)

Left/right card - reverses the other persons controls, if your own is reversed it reverts to normal, and reverses other player for 5 seconds (approx)

Up/down card - reverses order of suit selection.



Game 2 - Line-up 4

**Use shapes - circle - square - triangle - star
There are also some special bonus objects.
The background is dark 3D shapes.**

**Basically, you pull and shoot shapes. You can hold as many as you like
but there must be room to move them into position.**

The objective is to make a line of matching shapes horizontally:-

4 = they disappear

**5 = they disappear, all the shapes are moved back 1 row
the opponent is given his next row**

**6 = they disappear, all the shapes are moved back 2 rows
the opponent is given his next 2 rows**

Shapes are introduced a full line of 6 at a time from the top.

**The game finishes when, either the column of shapes being held is
crushed by on coming shapes, or a shape goes out the bottom of the
grid.**

Game 3 - Connect

The objects are dice. They must be arranged in horizontal, vertical or diagonal lines of 3 or more

Game 4 - Twister

Use shapes - 4 corners, 4 edges

(2 palettes for the blocks)

There are also some special bonus blocks.

They have a ??(colour) background

The background is ??

The border is various ??

In this game the objective is to complete a rectangle.

What is closed within the rectangle does not matter.

A 2 by 2 rectangle just disappears

2 by 3 or 3 by 2 rectangle disappears and sends 1 full line

3 by 3 rectangle disappears and sends 2 full lines

3 by 4 or 4 by 3 rectangle disappears and sends 3 full lines

etc.

When you pull an object down, the next down will rotate it 90' clockwise. Therefore 4 downs would take it all the way round.

You can only hold 1 object at a time.

Game 5 - Picture Puzzle

Use blocks that build a picture - 36 blocks per picture of other Dizzy characters. :-

Pogie
Teodore
Blackheart
Rockwart
Zaks

There is no background

The complete picture is shown briefly then becomes muddled. You must reconstruct the picture it before the hourglass sand runs through. This is located in the centre column.

You can pull and shoot any number of blocks.

When both players have either completed the picture or run out of time then you progress to the next picture.