6.25 game

What is Korean war

Korean war is a war fought between North and South Korea. North Korea attacked South Korea on June 25, 1950 which started the war. Since the first attack was on June 25th, people refer to Korean war as 625 war. Later on in 1953, two nations signed an armistice

What we should learn from Korean War

We are still on a war with North Korea. Nearly 200,000 Korean males are required to serve in Korean military annually. South Korean government use around 4,673,700 dollars per year to stay alert for possible attack from North Korea. We shouldn't forget that we are on a war and never let our guards down.
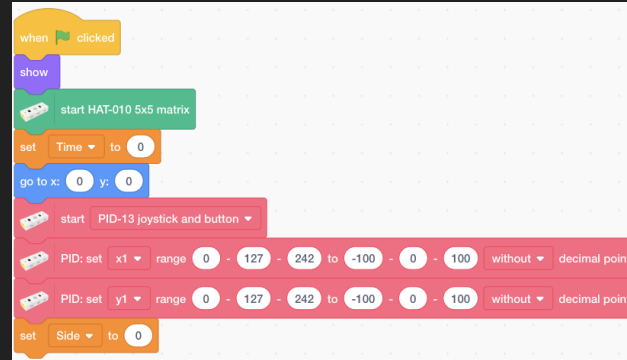
Game Introduction

- Choose your side

- Survive as long as you can

Sprite we are going to use

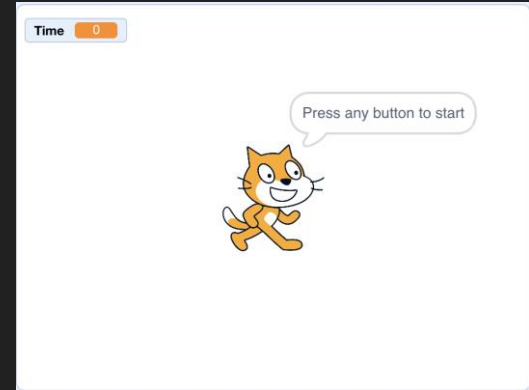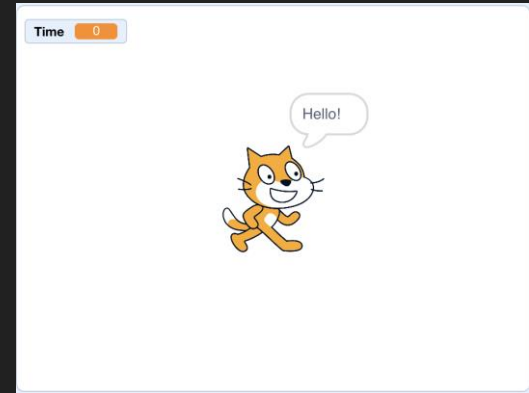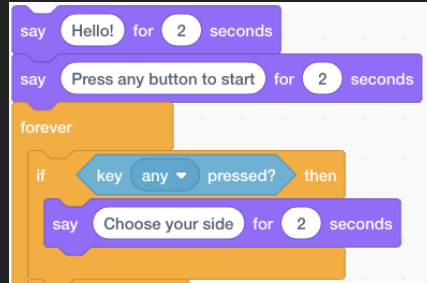- We are going to use Cat, North Korean President and South Korean President sprite

Background code - cat

- Time

- Start LED Pad

- Place cat sprite in the middle

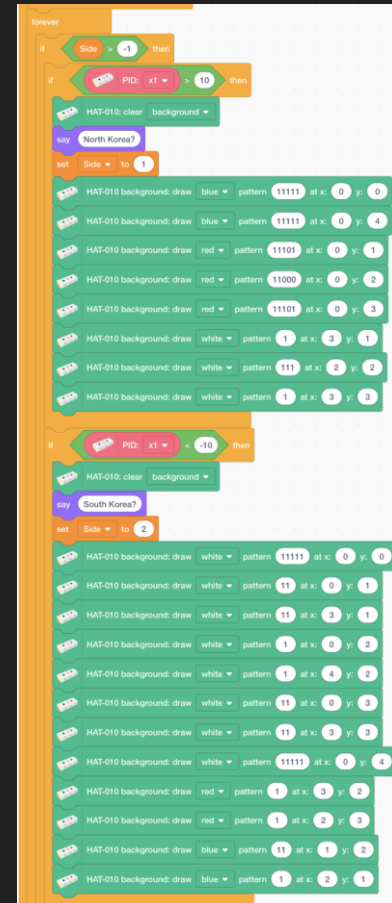- Start joystick

- Set joystick values

- Set side variable

Start the game - cat

- The cat sprite will say "Hello!", "Press any button to start"

- The player will be able to start the game by pressing any key on the keyboard

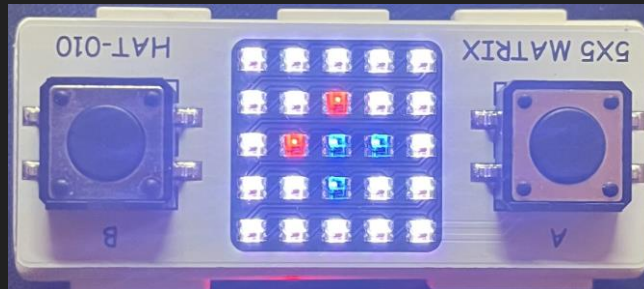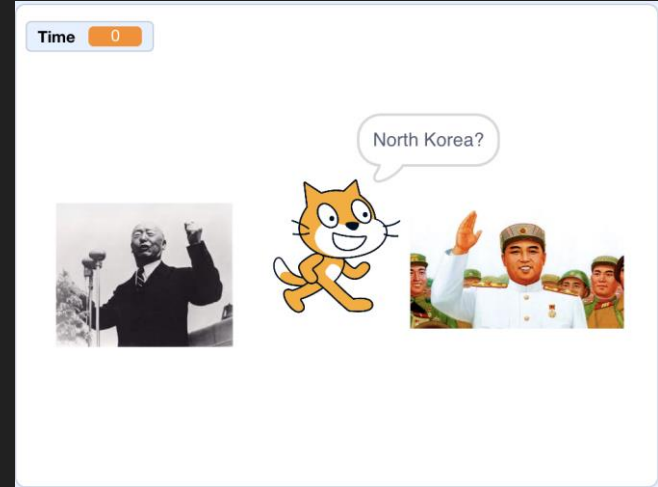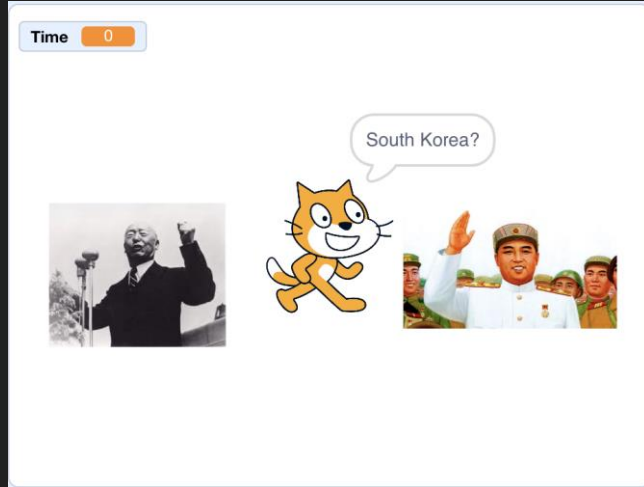- The cat sprite will tell the player to choose the side

Choosing side - cat

- When player move joystick right, it will show North Korean president and he will say North Korea? There will be North Korean flag on the LED pad
- When player move joystick left, it will show South Korean president and he will say South Korea? There will be South Korean flag on the LED pad
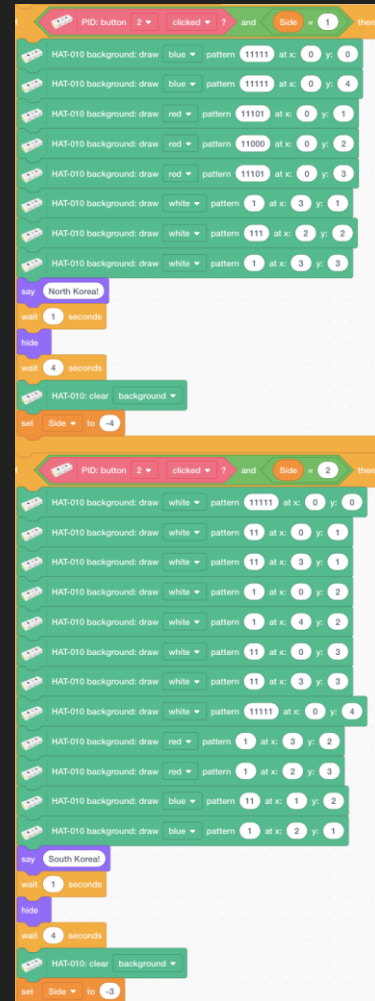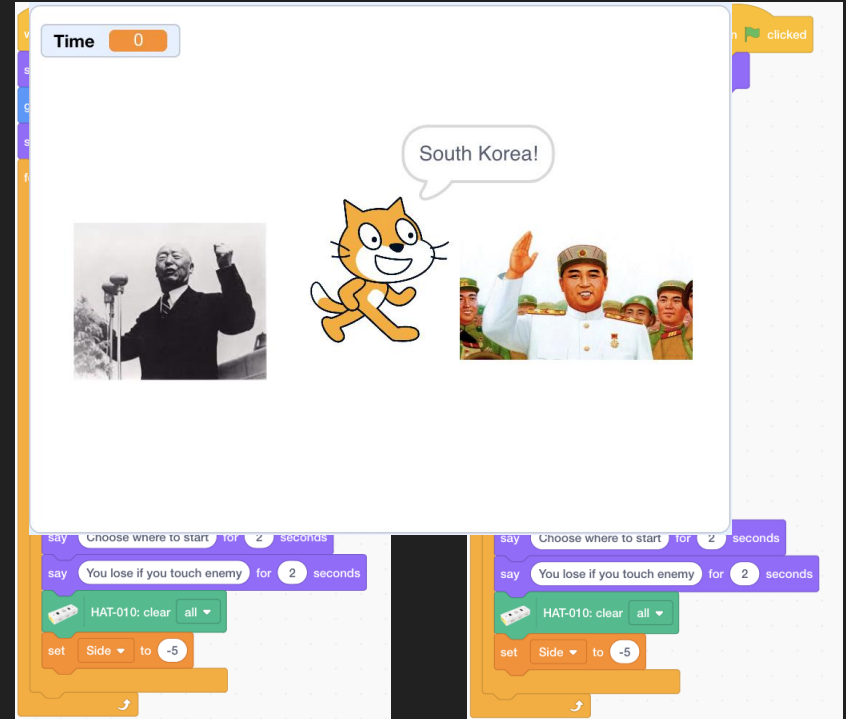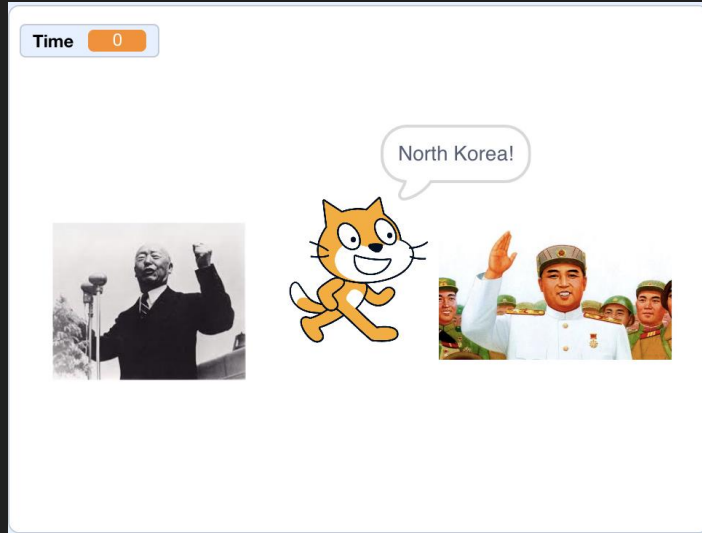
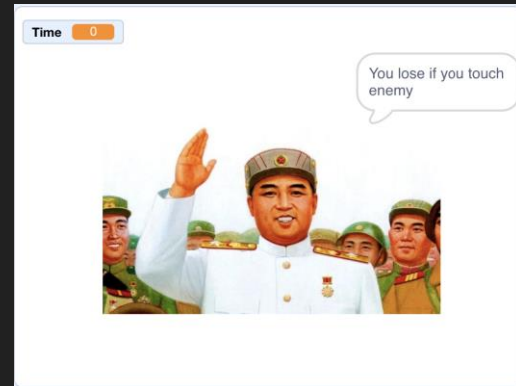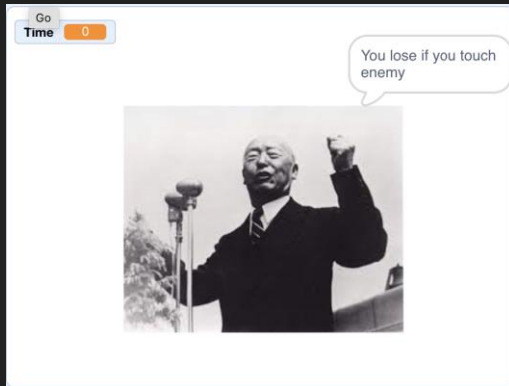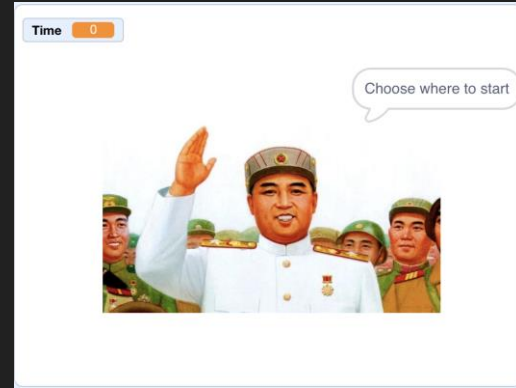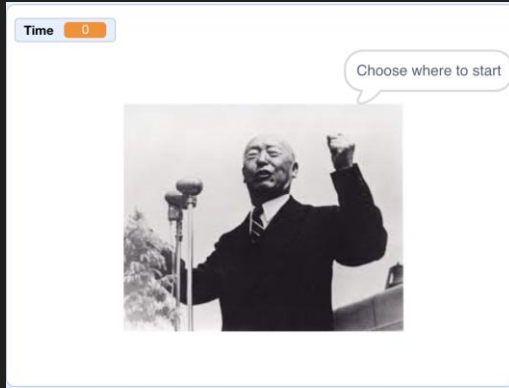# Choosing side - cat

Choosing side - cat

- When the player clicks the button, cat will say the side the player chose for a second and disappear

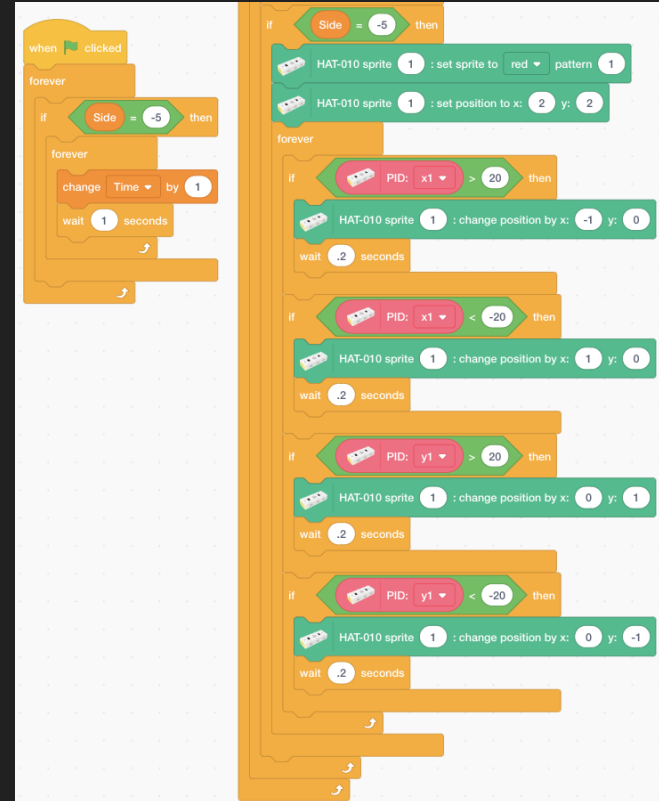# Choosing side - Each side presidents
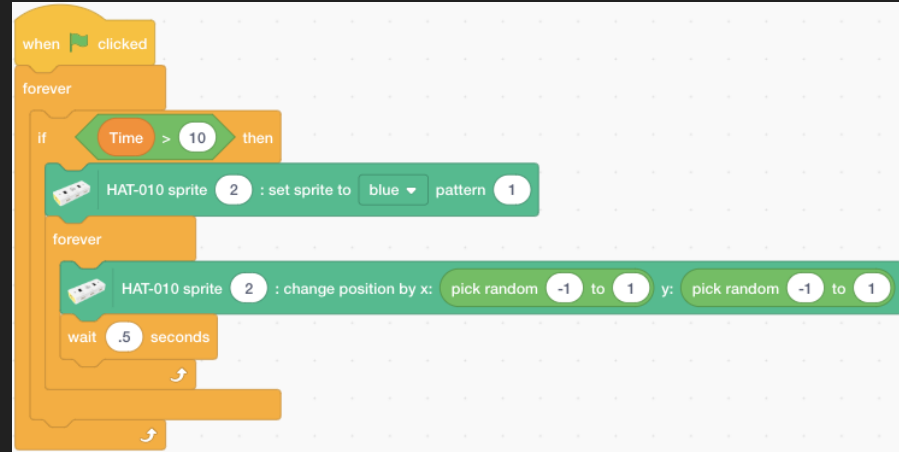
Choosing side - Each side presidents

Game start - cat

- The variable side will change to -5 when the presidents are done with explaining the game rule
- The troop will move by joystick
- The time for the game will start after the troop is placed on the field

Enemy - cat

- The players will go against randomly moving enemy
- The enemy will be played 10 seconds after the player is on the field
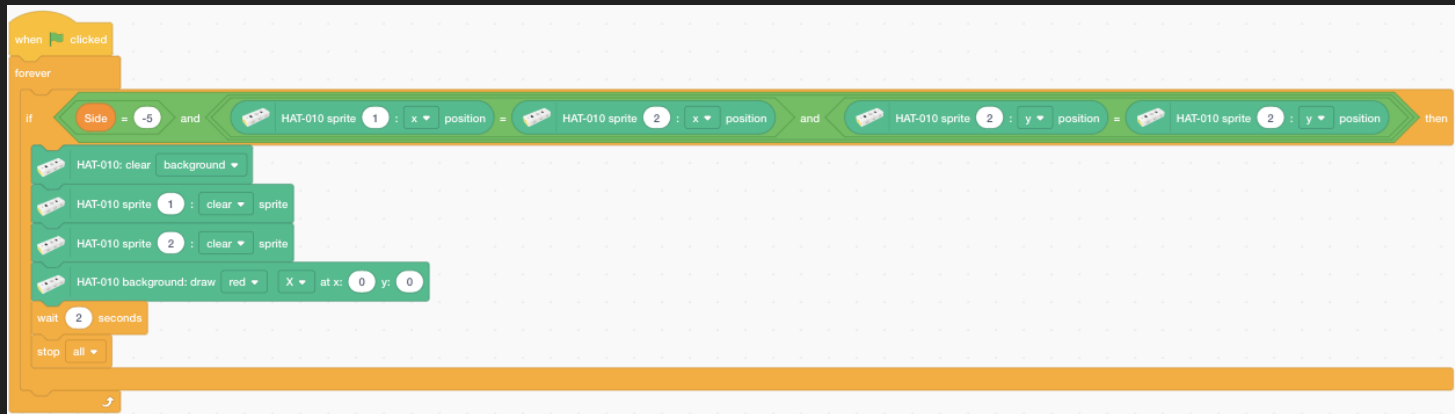
Restriction - cat

- This code will prevent both player and enemy from leaving the field where it doesn't show on the LED pad

Ending

- When the player hits enemy, the game stops and will show red X

Improvements

- Player can both attack and defend. After one round, player and attack now so if enemy takes longer time to get player than player to get the enemy, the player wins and show the flag of winners flag.
- There are multiple regions for player to choose. Player can choose the regions and try to unite Korea. If the player wins in all regions, Korea will have winners flag but if player loses in all regions, Korea will have losers flag. If player can't win, all the regions player won will have players flag but the regions player lost will have enemy's flag

Final Product