

# Game Programming



## JCB DIGGER

**JCB Digger:** Having recently completed Rocket Raid, the author was looking around for something a bit challenging. He was occupying himself by writing this book and 'translating' Snapper for the Electron, when J.C. Bamford Excavators Ltd., the manufacturers of the famous machine, instigated what proved to be one of Griffiths' most intriguing arcade games. The screen becomes a large window that scrolls across the island on which the action takes place.



## PLANETOID

**Planetoid:** Programmer Neil Raine produced this amazing, fast-action graphics game when a student of computer science at Trinity, Cambridge. The game's main features are its scrolling screen and extremely fast running speed; very well coded, the program represents between four and five months full-time work.

## MONSTERS

**Monsters:** Compiled by Tim Dobson, the fixed-screen program demonstrates clever memory management, making interesting use of the Exclusive-OR operation (see 4.1). When shapes merge with other shapes they



usually form a conglomerate, but Dobson uses the palette in such a way that only the shape he requires shows through,