

Shape Design



SHAPE DESIGN

These shapes are the alien, base, bomb and bullet used in the example game: they can be produced with the aid of the design program (13.1) or the associative cassette tape available direct from Acornsoft. It is an Acornsoft house program originally coded by Tim Dobson with the help of Neil Raine and the author. The shapes are all in MODE 2, and the dimensions (in pixels) are: alien - 10 by 14; base - 8 by 20; bomb - 4 by 8; bullet - 4 by 8.

