

NFH_NDS

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Cooperation Simulation Game
Adapted from NFH

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Features Checklist

- ARM9: used for graphics, buttons,...
- ARM7: used for Wifi, Sound,...
- Timer Interrupts: Game Time, Game Init Image Rotation
- Main Engine (on lower Screen): Mode_5_2D, BG1 (text tiles) & BG2 (BMP)
- Sub Engine (on upper Screen): Mode_5_2D, BG0 (text tiles) & BG2 (BMP), with one sprite (KeyCard)
- KeyPad: Start (Menu), AB (Pickup/Drop), X (Use Exit), Y (Taunt), Directional+LR (Move)
- TouchPad: Menu Interaction
- KeyPad/TouchPad read via polling
- Sound: a MOD file looping, started at launch
- Storage: Read/Write top 16 scores from/to a file
- Network: Communicate with nfh.helcel.net server for multiplayer mode

NDS Photo

