

Lisp in Summer Projects Submission

Submission Date	2013-10-22 07:48:41
Full Name	Andrew Gwozdziejwycz
Country	USA
Project Name	hassle (unfinished)
Type of software	other
General category	lisp compiler/interpreter
LISP dialect	other
GitHub URL	https://github.com/apgwoz/hassle
Did you start this project?	Yes, all the code is written by me
Project Description	I want to describe my project in this form.
Purpose	I wanted to build a simple game engine in a purely functional lisp (that I built from scratch), and then write a game (a Balloon Fight clone) in it.
Function	Nothing. It's unfinished.
Motivation	It marries two things I like--building Lisp interpreters and video games!
Audience	Uhh....
Methodology	Uh.. it doesn't. But, the design was simple. I was planning to use a simple VM (which you can start to see in the code). The game engine was also going to be simple, and graphics were going to be via LibSDL. I was basically going to take the drawing parts of https://github.com/apgwoz/load81 and turn it into a mini-game construction kit, with a new Lisp... then build a game.
Conclusion	I probably won't ever finish this, as I have other projects that I'd like to spend more time on. If only life (I have two kids) gave me more opportunity to code at home...
Official	I have read rules and have abided by them.

I am 18 years of age or older.
I am not living in Brazil, Quebec, Saudi Arabia, Cuba, Iran,
Myanmar (Burma), North Korea, Sudan, or Syria.