📄 **README.md** 1.43 KB

ADAMcala

A mancala game for the Coleco ADAM, with FujiNet support

Name

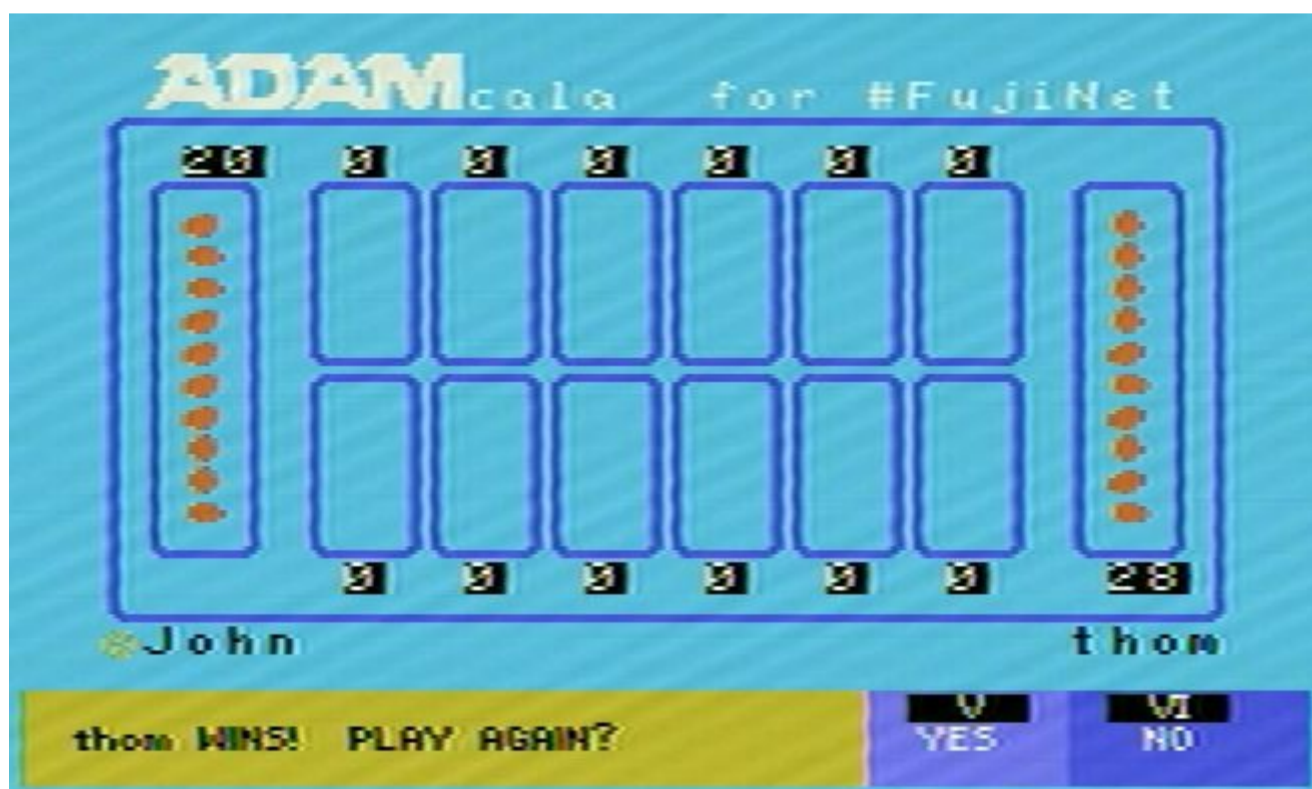ADAMcala, a mancala game for the Coleco ADAM computer.

Description

This project;s goal is to build a mancala game for the Coleco ADAM computer that can be played, local, against a computer opponent, or over the internet using FujiNet devices.

Installation

Copy the adamcala.ddp to your local TNFS server.

Screenshots

Usage

Mount the disk image to Device 1 in FujiNet and boot to the device.

Support

For support reach out to me at john@wohlershome.net, or in the Coleco Adam group on facebook, or file an issue here on Gitlab.

Roadmap

- Revamp remote player code to use an intermediary server and eliminate the need to open TCP port 6502.
- Add difficulty options for Computer opponent.
- Improve sound, possibly add music
- Take advantage of the FujiNet "AppKey" functionality to store player name,and other preferences.

Contributing

If you would like to contribute code, please reach out and let me know. I'd love to see additional platform support as well.

Authors and acknowledgment

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Special thanks to Thomas Cherryhomes for all of his hard work on FujiNet, and for his willingness to answer questions I had while developing the game.

Beta Testers:

- Thomas Cherryhomes
- Henry R

Gameplay Advice:

- David Franks
- Kendall Vance