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Subject:- Lab4 Report

Name of the GAME:

- PING PONG

Starting the game:

- open DOSBox 0.74.exe
- masn Lab4;
- link Lab4;
- Lab4

Playing the Game:

- Controlling the left paddle : Press 'w' or 'W' to move UP and 's' or 'S' to move DOWN.
- Controlling the right paddle : Press 'o' or 'O' to move UP and 'l' or 'L' to move DOWN.
- The ball will bounce back after colliding with any paddle or the top and bottom walls of the screen.
- If the ball strikes the left or right wall of the screen it will start from the center of the screen.
- It can be played by two people or only one person.

Quitting the Game:

- Press 'Esc' key to exit the game and go back to DOS.

Important functions and Interrupts used in the game:

Clearing the screen:

- Interrupt used - INT 10H
- INT 10h and AH = 00h - Set Video Mode
- AL = 13h 320x200 256 color graphics (MCGA,VGA) - THIS IS THE VIDEO MODE USED

Drawing a Pixel:

- Interrupt used - INT 10H
- AH = 0Ch - set the configuration to writing the pixel
- AL = 0Fh - choose white as color of the pixel

Checking Input from Keyboard:

- Interrupt used INT 16H - Keyboard BIOS Services
- AH = 01h - check if any key is being pressed (if not check the other paddle)
- AH = 00h - check which key is being pressed (AL = ASCII Character)

Moving the Paddles and Balls:

- The velocities are added to the current positions of the paddles and the balls
- the screen is cleared after the above operation for avoiding the formation of trails

Screenshots of the Game:



