COAL Project Report

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Functionality:

We have designed a candy crush game. It displays four screens.

The first screen shows name of the game. Then it takes input from user of their name. We have taken the input through a string and displayed the title Candy Crush through a string.

Now after this. We pressed “enter” and moved to the second screen. Over here we have displayed the instructions of the game. In the end of the page we displayed “press enter to move to next page”. Now after pressing “enter” we entered the third page.

The third page displays our entire game. We made 6 different shape which are:

1. Pentagon

2. Square

3. Rectangle

4. Diamond

5. Triangle

6. Octagon

Now in this page we also displayed a color bomb which is of pyramid shape. User will play the game in this screen. After the game is over. Our fourth and last page is displayed. This page display the final score and the username.

We have also done file handling, the name and the score of the user is stored in that “txt” file.

Variables:

```
msg1 db
msg2 db
msg3 db
msg4 db
msg5 db
msg6 db
msg7 db
t1 dw 0
t2 dw 0
t3 dw 0
t4 dw 0
t5 dw 0
instruction db
msg17       db
right_prompt db
username    db
namedisplay db
moves       db
score       db
final_score db
next_page     db
colorbomb     db
PLAYERSHOW  db
name_arr    db
matrix      db
a1 db
a2 db
a3 db
a4 db
a5 db
rand        db
counter1    db
v1           dw
pentagon1    dw
pentagon2    dw
v2           dw
diamond1     dw
diamond2     dw
octagon1     dw
octagon2     dw
v5           dw
v3           dw
v4           dw
v7           dw
x_axis       dw
y_axis       dw
counter2     dw
storing_Si   dw
index        dw
clickX        dw
clicky        dw
fname         db
fhandle        dw
buffer        db
msg           dw
```

```
56. s1 db
57. s2 db
58. s3 db
59. s4 db
60. s5 db
```