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| **MicroProcessors 1 Phase1** |
| Fall 2018 |
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| **Due Date** |
| **8/12/2018** |
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**SHOOT ME IF YOU CAN ☺**

**Important notes**

The code was written using emulator.

The game runs at (3000 Cycle) at its normal speed we made it to fit that.

You will find a Macro called Macros.inc and the code written in finaldelivery(1).asm

**How to play**

Shoot me if you can is a mix fun game between hunting a target and dodging enemy shots

In this game you have to use your sniping, timing and dodging skills to shoot a moving target which gets you points

but take care because the enemy is also trying to shoot it or you and if he shoots you, you will lose points

You have to focus on yourself, your enemy and the moving target which makes it a challenging experience

How to play:

1. You can move horizontally using left/right arrows for player1 and A/D keys for player2
2. You can shoot using Up key for player1 and W key for player2
3. Try to get to the target points to win the game
4. Try to shoot the other players to reduce his points so that he doesn't finish before you
5. Try to dodge the other players shots on you
6. The only way to win is to complete the required points so don't focus too much on shooting your enemy (50 in level 1 phase1 )

**Screenshot from the game:**

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