In phase 1 of the project. you have to implement the static starting screen of the game.
It will contain the following requirements:

1. A background (road, grass, border, etc.)
2. Your car (red coloured)
3. An obstacle car, placed randomly. (Think how to make its position random every time)

Carefully see the start screen for detail.

This picture is in graphics mode. Try your best to imitate it using video memory resources.

Those who didn't perform well in programming question of mid 1 are advised to stay in 25×80 screen, others can go for graphics mode, it is up to you. You can also explore other screen modes that DOS allows.

You are allowed to use any concept in the project, as far it is within the scope of assembly x86. You can also use GPT to understand and implement the project, but the final product should have good presentation.

You have to wisely use the available resources to give the best output. It is a lot about your presentation skills.

You will be having almost 15 absolute marks question with a mini project like requirements in the final exam so you are required to do the project and select your group partner carefully.

Feel free to discuss any project related queries. I will be available for your help. Don't worry about anything.

We will start phase 2 in the coming week.

For your reference, you can see the game working in the attached youtube videos. This is how your project should turn out at the end. Notice that the screen in the videos and the screen you will be working on has different dimensions. Think how to fill the remaining screen. As pointed out earlier, it is all about the presentation in the project.

https://www.youtube.com/shorts/xRzv7BNzLZE?feature=share
https://www.youtube.com/shorts/nx8ao5RGzXg?feature=share
https://www.youtube.com/shorts/NwvZ9nqYm78?feature=share