

Students, in this phase, you have to add animation in your project.

1. The car should move forward.
2. Obstacle cars(blue cars) should be printed after random time.
3. Coins should be printed, (Hint: you can use any special character you printed in the assignment or you can use any other way to represent them).
4. Fuel should be printed.
5. The background should stay static.
6. For this phase, set the time constant, i.e. after how much time the obstacle cars should be printed.

For this phase, do not concern yourself with how the car will move from one lane to another. Just focus on animation.

Figure out the rest yourself using your brain and the youtube links provided in the phase1 document.

Remember, it's all about presentation at the end of the day.

Hint1: Remember how you implemented scroll up and down code.

Hint2: Use an infinite loop somewhere.

Hint3: You can use time information to add randomness in placing obstacle cars(main screen of your game). Following is help for randomness. It is from page 124 of your textbook. You may take code to generate random numbers from the internet as well. All we need is random positioning of pillars.

HINT: IBM PC uses a Real Time Clock (RTC) chip to keep track of time while switched off. It provides clock and calendar functions through its two I/O ports 70h and 71h. It is used as follows:

`mov al, <command>`

`out 0x70, al ; command byte written at first port`

`jmp D1 ; waste one instruction time`

D1: `in al, 0x71 ; result of command is in AL now`

Following are few commands

00 Get current second

02 Get current minute

04 Get current hour

All numbers returned by RTC are in BCD. E.g. if it is 6:30 the second and third command will return 0x30 and 0x06 respectively in al.