

PROJECT :

THE BRICK BREAKER GAME

GROUP MEMBERS:

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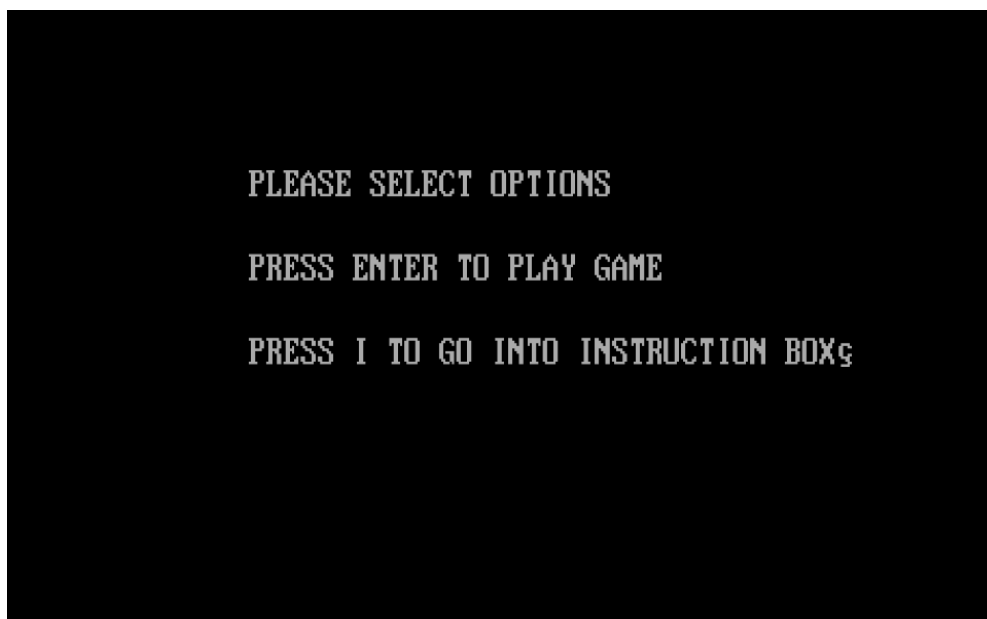
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DESCRIPTION:

A game developed using Assembly Language.

We will implement a simple brick game. Here is how simple brick game works. You have layers of colored bricks and a tossed up ball with which to break the layers. When the ball is bounced up by the paddle, it will hit a brick and then the brick is gone. After that the ball will come down, if the paddle misses the ball, game is over. Users can use the gamepad to control the position of paddle.

PROTOTYPE:



SCORE 0

TIME 4

LIVES ***



0

