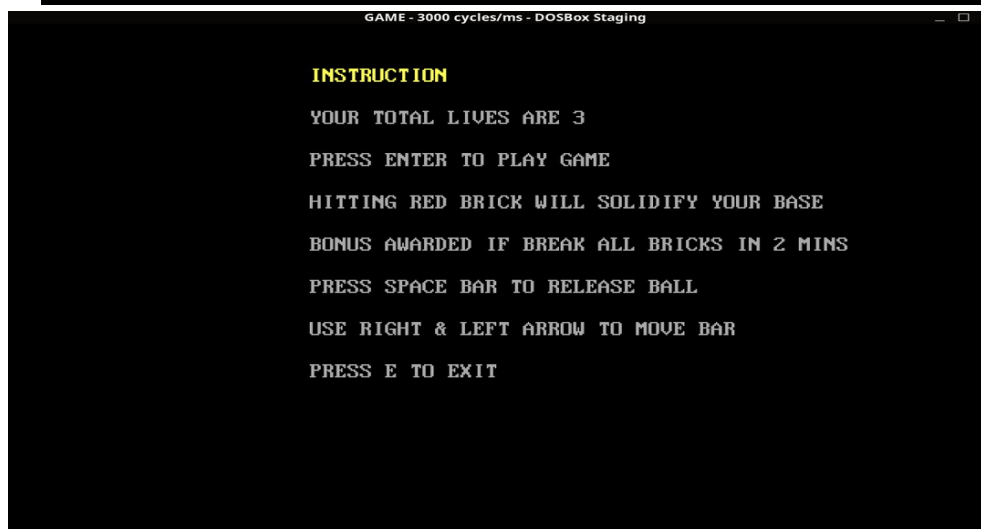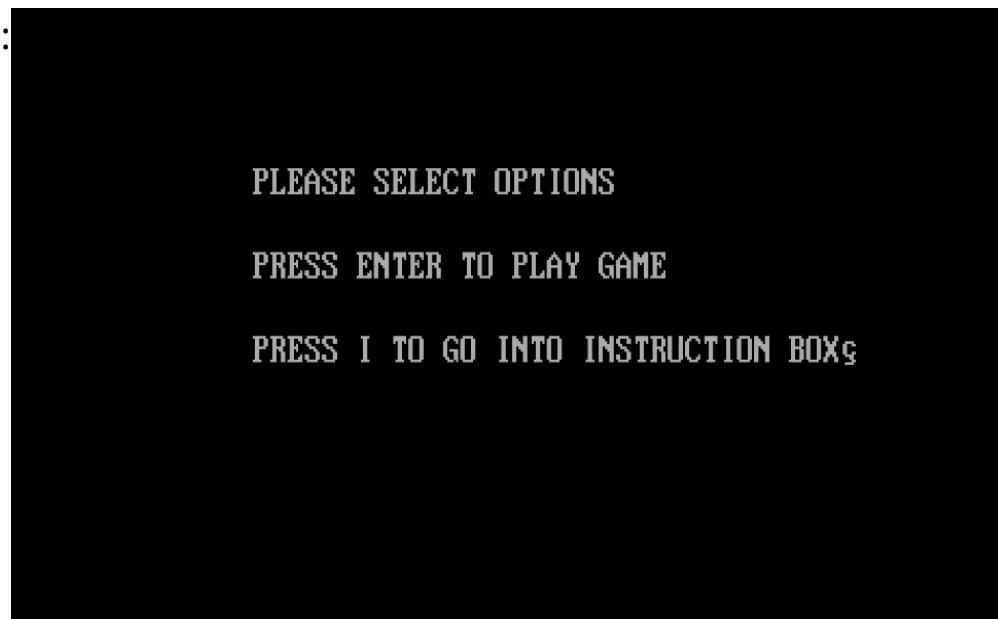# PROJECT :

THE BREAKER GAME
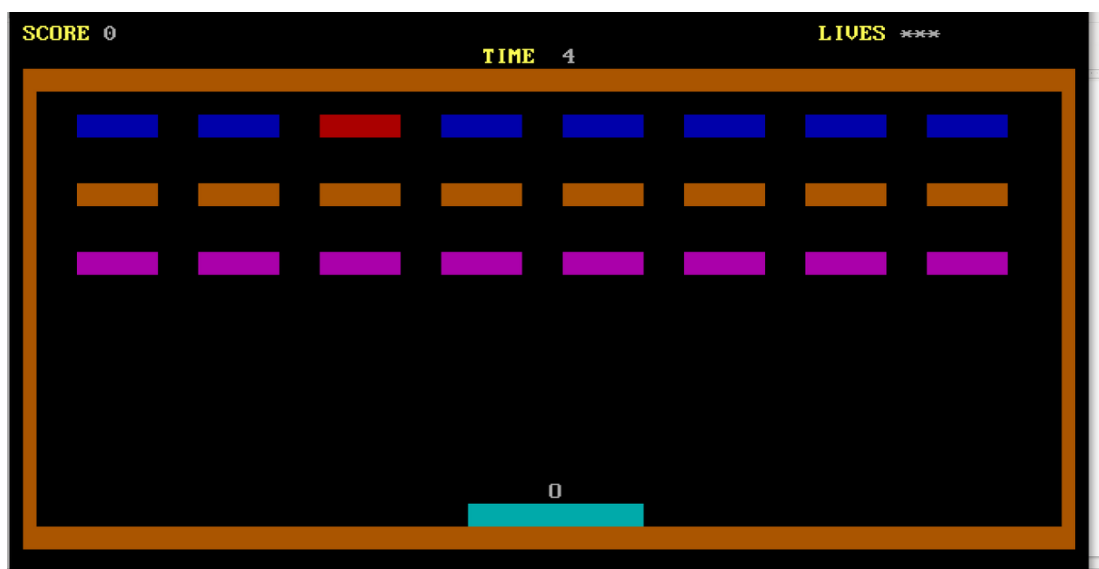
GROUP MEMBERS:

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DESCRIPTION:

A game developed using Assembly Language. We will implement a simple game in which you will have a layers of colored bricks and a ball which is tossed up to break the bricks. When the tossed ball hit a break it will break up and then the brick is gone. When the ball comes down and the paddle misses it you will lose one of three lives. The game pad or arrow keys are used to control the paddle.

PROTOTYPE:

PLEASE SELECT OPTIONS

PRESS ENTER TO PLAY GAME

PRESS I TO GO INTO INSTRUCTION BOXς

GAME - 3000 cycles/ms - DOSBox Staging

INSTRUCTION

YOUR TOTAL LIVES ARE 3

PRESS ENTER TO PLAY GAME

HITTING RED BRICK WILL SOLIDIFY YOUR BASE

BONUS AWARDED IF BREAK ALL BRICKS IN 2 MINS

PRESS SPACE BAR TO RELEASE BALL

USE RIGHT & LEFT ARROW TO MOVE BAR

PRESS E TO EXIT

TIME 4

0

0

YOUR TOTAL SCORES 75

LIVES REMAINING   0

PRESS ENTER+R TO RESTART YOUR GAME

PRESS ENTER+Q TO QUIT GAME