This is a game in the style of Atari Breakout. It was created for the Atari ST as a way to learn very low-level programming, including operating system interupts, assembly language, and how to directly interface with system hardware. Most of the program is written in C, and there are some small portions written in MC68k Assembly language, used by the Motorola CPU used in the ST. There was no software provided before beginning the project other than the GULAM Shell and the emulator itself. Raster graphics, sound, and logic were coded manually.

How to run STEEM:

After pulling the repo, there should be a design document, this README, and three folders: C, D, and Steem. The game files and source code are all located in the D folder, and the C folder contains system files. The emulator must first be configured in the Steem folder before the game can be run.

- Start the Steem executable in the Steem folder

- The emulator will possibly ask for a TOS image (The Operating System), choose tos104us

- Open the Disk Manager window in the upper right corner of the screen, and then click hard drives. Click browse for both C and D drives, and choose the corrosponding folders from the repo

Playing the game:

- Press the play button to start the emulator. Two windows will open when the system loads, double click GU in the C window to open the GULAM Shell

- enter the following commands in order the start the game:

d:\bbreaker

- Press the numpad enter key to begin the game

- Press space to launch the ball, and the arrow keys to control the paddle. The game will exit when all lives are lost.

Notes:

- I am, unfortunately, not much of a musician. I would suggest turning volume all the way down and adjusting from there once the game begins.

- This project was intentionally designed to be difficult to finish. Extra goals were to create a networked multiplayer mode, which no groups managed to complete. This explains the two-player mode which simply exits the game

- Closing the program with ctrl+c will work; however the sound will continue to play until the emulator is closed.