

Q1. Design an Asterisk Xenzia Game (AXG) in Assembly language. AXG has the following play options:

- At the start an asterisk (\*) is displayed at the center of the DOSBox console.
- On the first keystroke, the timer starts.
- Upon clicking the up/down/left/right keyboard button asterisk moves accordingly.
- The user keeps pressing the up/down/left/right in order to avoid the border of the screen.
- Upon hitting the border of the screen the game is over.
- Once the game is over, the user is shown his/her time as score.