**PROJECT TITLE:**

**ESCAPE PLAN**

**OBJECTIVE:**

The objective of this game is to test your brilliance in escaping the trap .The path you choose tests your brilliance in escaping the trap.

**ASSEMBLER USED:**

* Emu8086

**CONCEPTS USED:**

* Stack
* Procedures
* Macros

**DESCRIPTION:**

From the starting point many paths lead to the destination, it’s your challenge to escape from the trap with minimum number of moves. The number of moves will show how brilliant you are to solve to escape the trap.

**OPERATIONS PERFORMED:**

* There will be a need for the user to use movement keys .
* For each key press moves count will be calculated.

**ADDITIONAL OPERATIONS:**

* Time of play.
* Bonus points.
* Clue.