

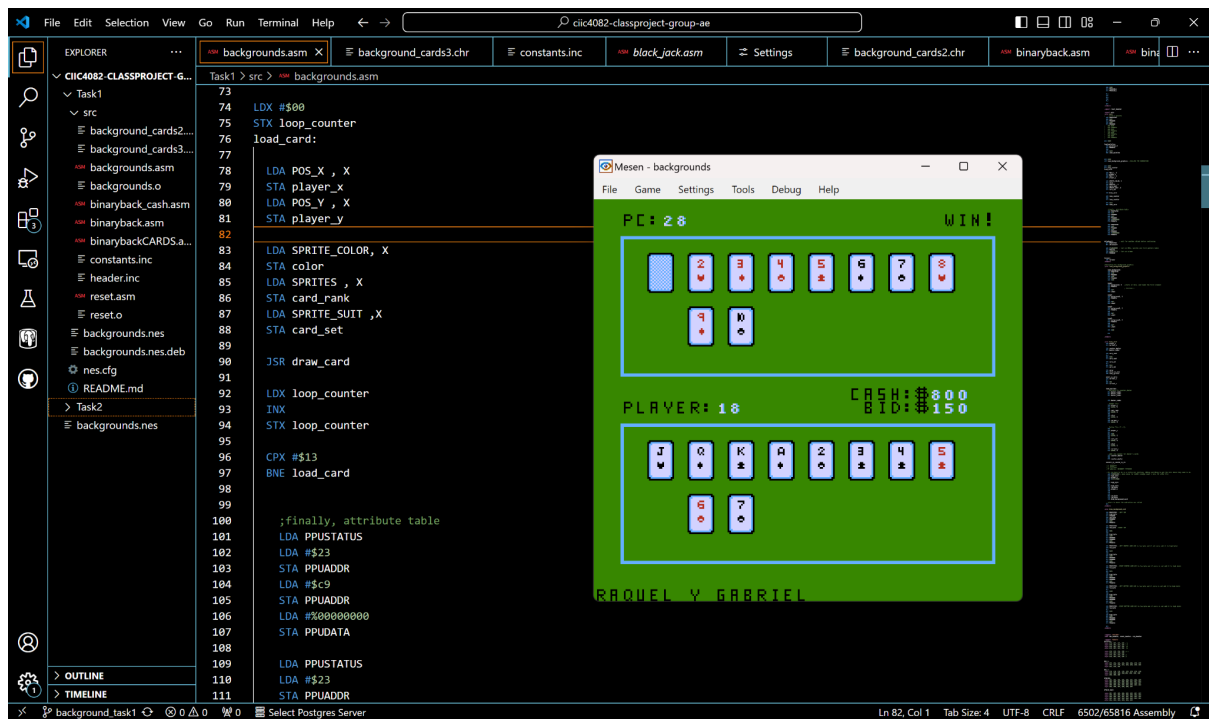
NES BlackJack Project

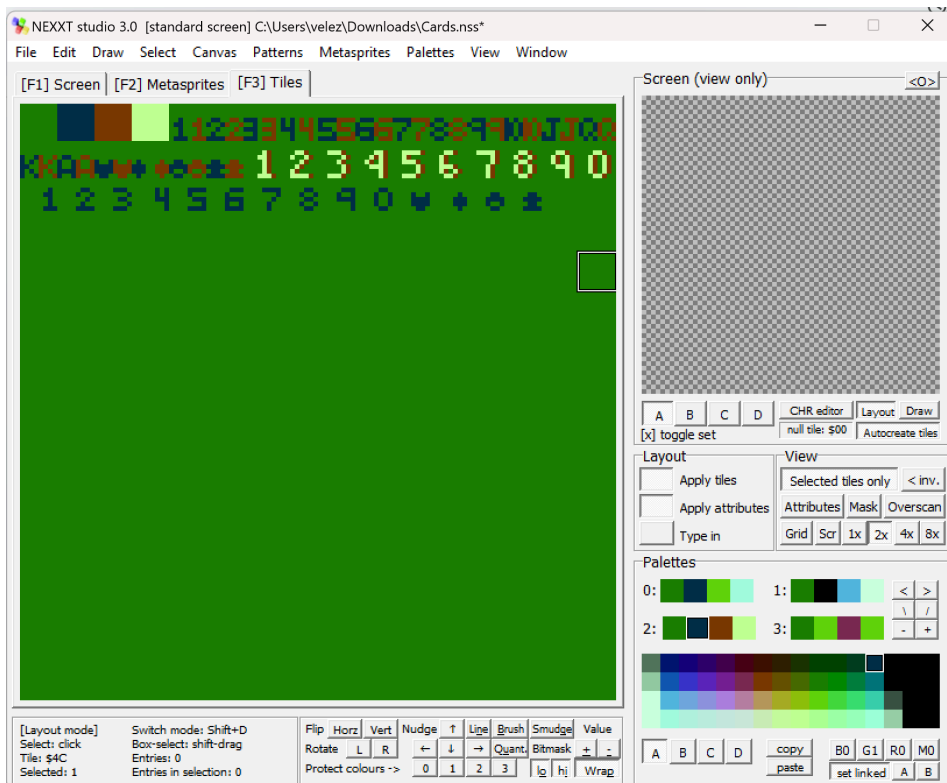
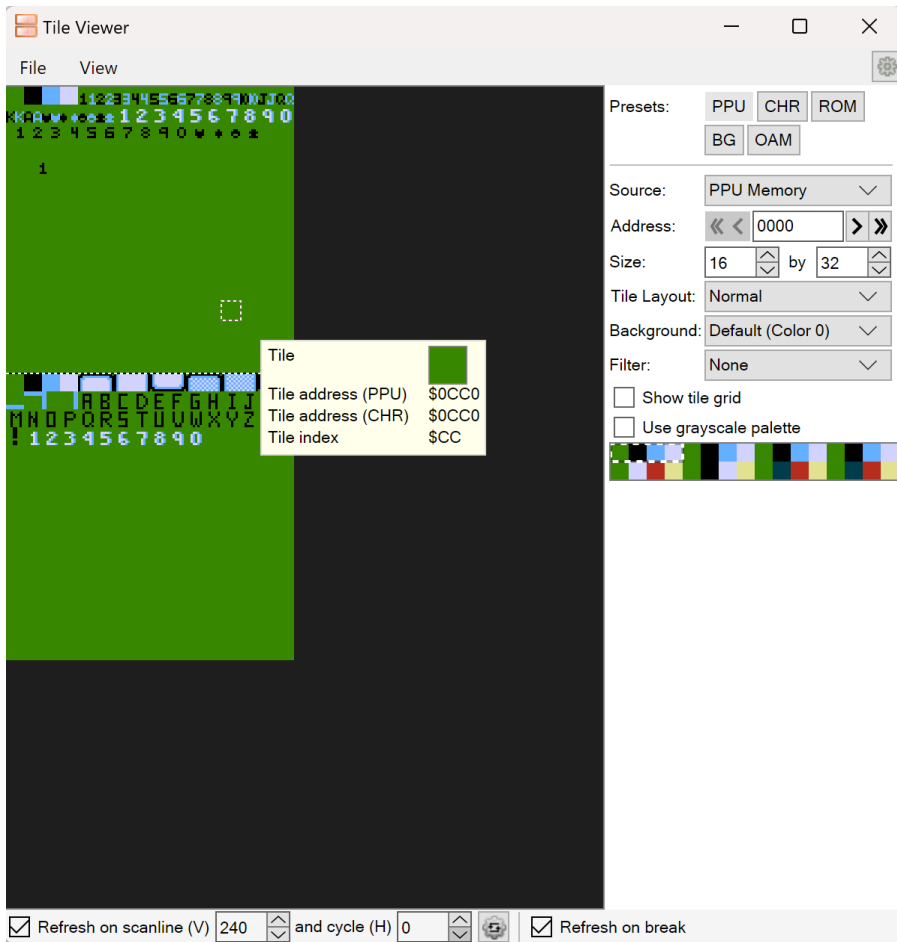
Task #1 and #2

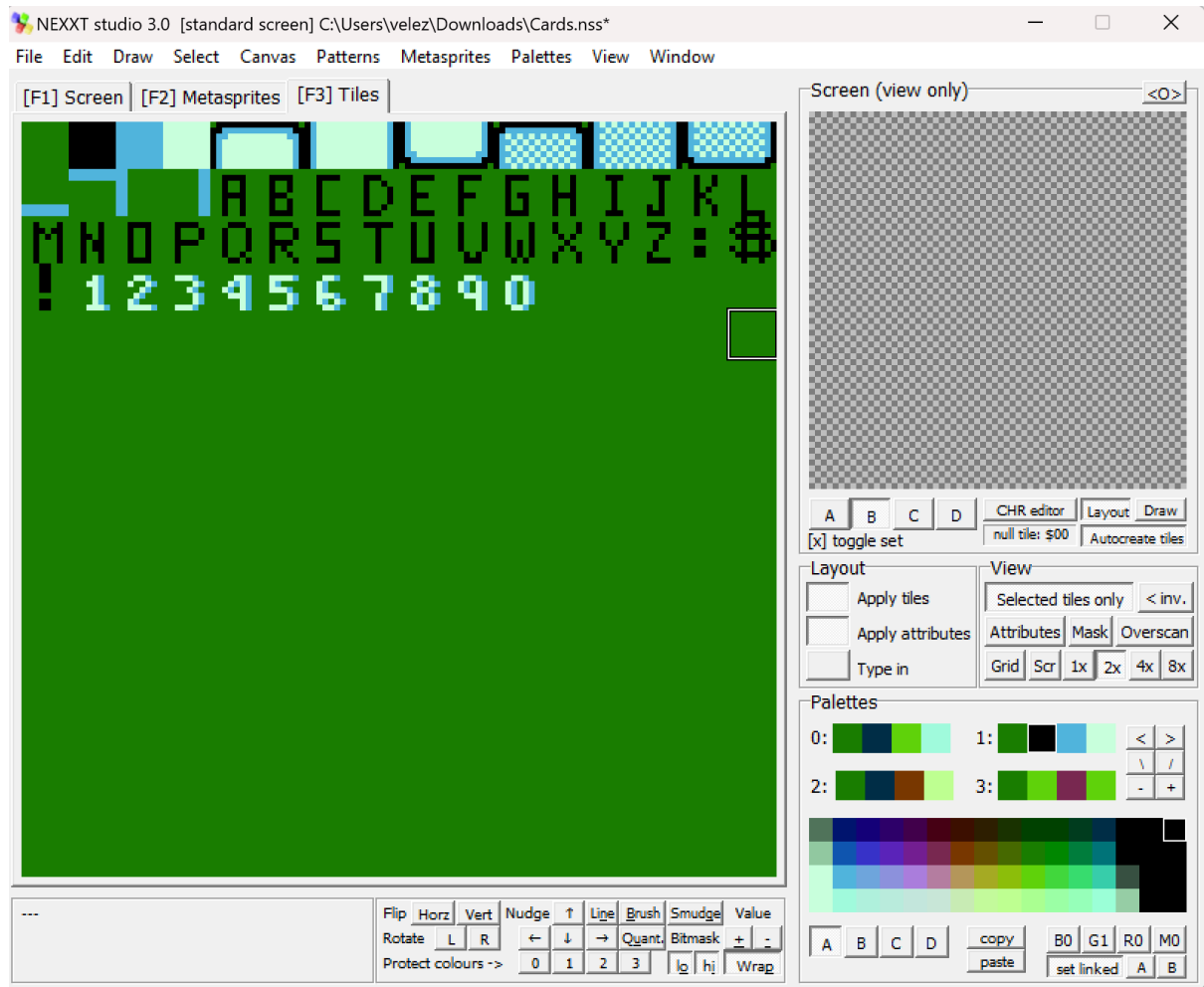
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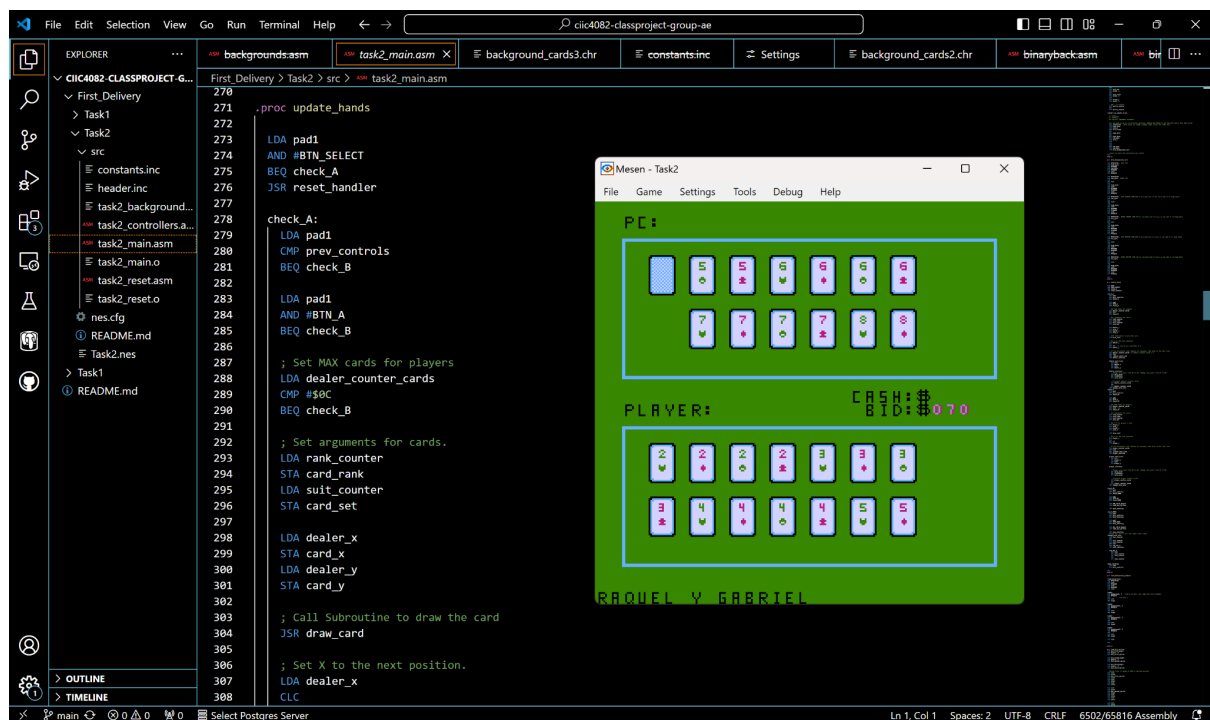
Task 1 Screenshots:







Task 2 Screenshots:



```
1 .include "constants.inc"
2
3 .segment "CODE"
4 .export read_controller1
5 .proc read_controller1
6     PHP
7     PHA
8     TXA
9     PHA
10
11     ; write a 1, then a 0, to CONTROLLER1
12     ; to latch button states
13     LDA #$01
14     STA CONTROLLER1
15     LDA #$00
16     STA CONTROLLER1
17
18     LDA #$00000001
19     STA pad1
20
21     get_buttons:
22         LDA CONTROLLER1 ; Read next button's state
23         LSR A             ; Shift button state right, into carry flag
24         ROL pad1         ; Rotate button state from carry flag
25                         ; onto right side of pad1
26                         ; and leftmost 0 of pad1 into carry flag
27         BCC get_buttons ; Continue until original "1" is in carry flag
28
29         PLA
30         TAX
31         PLA
32         PLP
33     RTS
34 .endproc
35
36 .segment "ZEROPAGE"
37 .importzp pad1
38
```

```
24 clear_oam:
25     BNE clear_oam
26
27 set_counters:
28     LDA #$00
29     STA dealer_counter_cards
30     STA player_counter_cards
31
32     ; We start sprite_counter at 3 because the first 12 bytes are reserved for the bid numbers.
33     LDA #$03
34     STA sprite_counter
35
36 set_card_coords:
37     LDA #$3E
38     STA dealer_x
39     LDA #$20
40     STA dealer_y
41
42     LDA #$26
43     STA player_x
44     LDA #$90
45     STA player_y
46
47 set_numbers:
48     LDA #$00
49     STA rank_counter
50     STA suit_counter
51
52 vblankwait2:
53     BIT PPUSTATUS
54     BPL vblankwait2
55
56     LDA #$01
57     STA card_color
58
59     JMP main
60 .endproc
61
62
```

Video Link:
(Presentation of Task 1 and 2)

<https://youtu.be/FAhEPFkieEA>