**Coal Project Report:**

We start this code by stating the variables for ship, alien’s bullets, and strings in .data.

**DisplayInitialScreen:**

After that we start off our code in main where we call the function “**displayInitialScreen**” to input the players name and starting level number, and in that function we call **drawSquareBorder** **displayEnterName** and **inputPlayerName.**

**Game** :

After the displayInitialScreen function, the function “**Game”** is called, and on the basis of levels of game we either display game level 1, 2 or 3. We change the call to the function by changing it to that specific level and commenting out the other two levels. In game function we call the functions for the display of movement of **the ship, the aliens, the bullet, the shoot, the** score display and the **hitalien** functions.

Using the **draw alien** function we manually drew the aliens, by using graphics library. We first draw a square where we shade out the bottom of the square and then put black square inside the initial square so it can view the aliens eyes, we then put small square in the bottom and top to view the alien as a whole, to complete the aliens display on the main screen. We do all of this by using the **alien hand, alien eye and alien head Labels in function**

We end this code by using these functions and we get the following display for both the menu and game:



