

Assembly Project: Dr Mario

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1 Instruction and Summary

1. Which milestones were implemented? 1,2,3,4,5
2. How to view the game:
 - (a) width:80
 - (b) height:80
 - (c) unit: 2

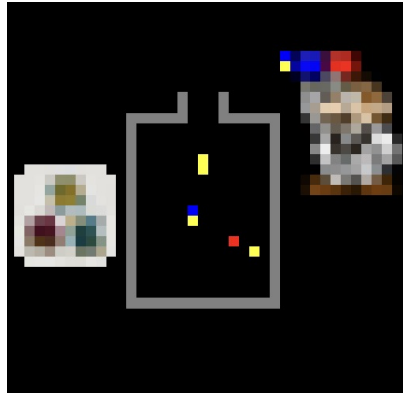


Figure 1: game scene

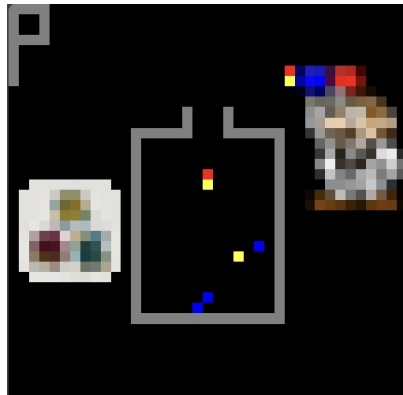


Figure 2: pause scene

3. Game Summary:
 - use keyboard to control the movement of capsule.



Figure 3: gameover scene

- remove four in row if they have the same color.
- different sound effects for different cases
- draw dr.mario and virus picture on both sides of the bitmap
- display a gameover scene when capsule reaches at the top of the bottle
- capsule can fall automatically due to gravity
- the speed of capsule will increase and finally reaches a max speed
- player can pause the game while playing
- player can choose easy/medium/hard level to play

2 Attribution Table

Student 1 (Yuxuan Liu 1009869475)	Student 2 (Yi Pan 1009869910)
Task 1	Task 1
Task 2	Task 2
Task 3	Task 3
Task 4	Task 4
Task 5	Task 5

3 How to play

- press 1/2/3 to choose easy/medium/hard level
- use keyboard to control the movement of capsule.(A: moving left, D: moving right, S: moving down, W: rotating 90 degrees clockwise)
- match 4 in a line to eliminate virus on the screen
- When the player kill all the virus, the player will win the game
- When the capsule reaches at the top of the bottle, the player will lose the game