Microprocessor project

*_*Space invaders*_*

(space is filled with evil, can you beat it?)

Team info:

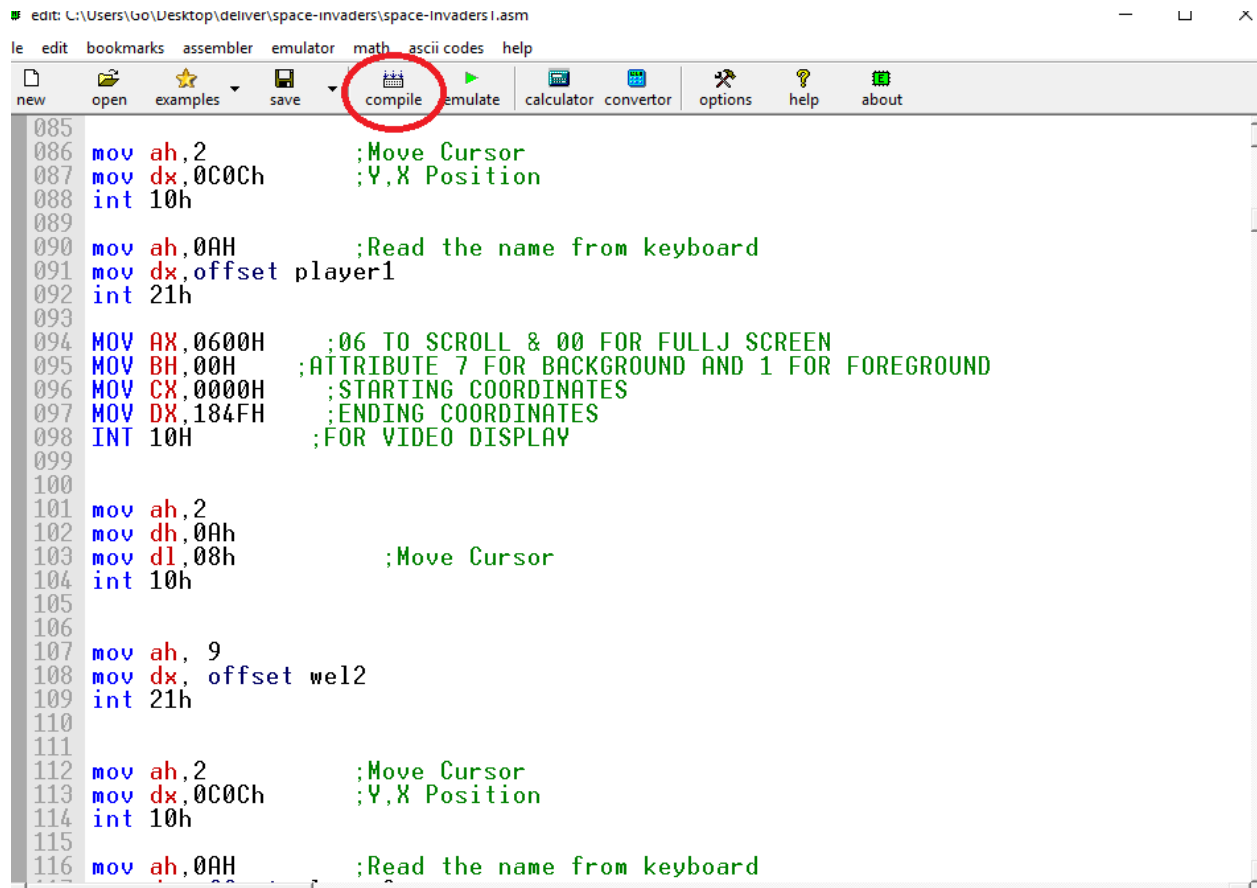-Salma Mouhamed

-Omar Salah

-Nada Adel

-Nourhan Gamal Mahmoud

How to open the game:

In the attached folder, there is a file named "space-Invaders1.asm".

🗋	space-Invaders1.exe.~asm	08-Dec-18 10
📰	space-Invaders1.exe	08-Dec-18 10
🗋	space-Invaders1.exe.debug	08-Dec-18 10

you can open it with "emu8086 "to view the source code, hit COMPILE:

```
 edit: C:\Users\Go\Desktop\deliver\space-invaders\space-invaders1.asm          —   □   ✕

le  edit  bookmarks  assembler  emulator  math  ascii codes  help

  🗋      📂      ⭐   ▾    💾  ▾    📇      ▶      📺       📟      🛠      ❓      🏦
 new     open   examples    save     compile emulate  calculator convertor  options   help    about
 085
 086  mov ah,2              ;Move Cursor
 087  mov dx,0C0Ch          ;Y,X Position
 088  int 10h
 089
 090  mov ah,0AH            ;Read the name from keyboard
 091  mov dx,offset player1
 092  int 21h
 093
 094  MOV AX,0600H     ;06 TO SCROLL & 00 FOR FULLJ SCREEN
 095  MOV BH,00H     ;ATTRIBUTE 7 FOR BACKGROUND AND 1 FOR FOREGROUND
 096  MOV CX,0000H     ;STARTING COORDINATES
 097  MOV DX,184FH     ;ENDING COORDINATES
 098  INT 10H          ;FOR VIDEO DISPLAY
 099
 100
 101  mov ah,2
 102  mov dh,0Ah
 103  mov dl,08h            ;Move Cursor
 104  int 10h
 105
 106
 107  mov ah, 9
 108  mov dx, offset wel2
 109  int 21h
 110
 111
 112  mov ah,2              ;Move Cursor
 113  mov dx,0C0Ch          ;Y,X Position
 114  int 10h
 115
 116  mov ah,0AH            ;Read the name from keyboard
```

now you have a file with extension ".exe" that you can run using dosbox or any similar application.

Game Description:

In this game the goal is to kill your enemy, you both have a spaceship that can fire bullets out of it, you have to shoot and hit your enemy and you`ll win when his health drop to 0, in the game there are some power-ups that can help you or work against you,

First is the red power up which can heal you from previous damage, second one is the white power up which works as a reflecting wall for the bullets, if your enemy tried to hit you, this wall might help you and reflect the bullet towards him. But be careful, it might reflect your OWN BULLETS towards you.

Controls:

1st player (the one on the left) can use (W) &(S)to move up and down respectively, and (D) for shooting.

2nd player (the one on the right) can use (up arrow) & (down arrow) to move up and down respectively, and (left arrow) for shooting.