Assembly Project: Dr Mario

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1 Instruction and Summary

1. Which milestones were implemented?

   Milestone 1

2. How to view the game:

   (a) Unit width in pixels: 1

   (b) Unit height in pixels: 1

   (c) Display width in pixels: 32

   (d) Display height in pixels: 32

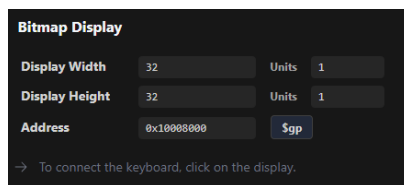   (e) Base Address for Display: 0x10008000 ($gp)

Figure 1: Bitmap configuration in Saturn

3. Game Summary:

   - Press Q to quit... currently only draws in random viruses and static initial capsules
   -

2 Attribution Table
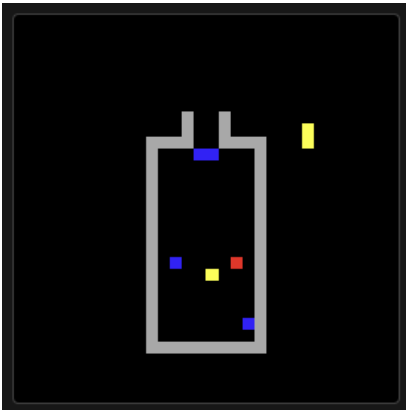
Student 1 (Roy Liu, 1010331062)
EVERYTHING

3 Milestone Figures

Figure 2: Milestone 1 Bitmap