

Assembly Project: Dr Mario

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1 Instruction and Summary

1. Which milestones were implemented?

Milestone 1

Milestone 2

Milestone 3

Milestone 4 & 5

- 1. Gravity
- 2. Increase Gravity Overtime
- 3. Difficulty Selection
- 4. Retry Screen
- 6. Pause Message
- 11. Next Capsule
- 12. Next 4 Capsules
- 15. Save Capsule

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)

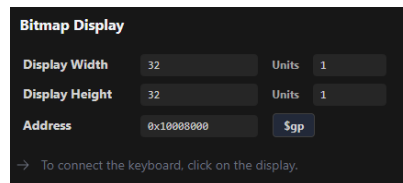


Figure 1: Bitmap configuration in Saturn

3. Game Summary:

- At anytime, you can press 'q' to quit the game.
- The main menu has 3 options: easy, medium, and hard. You can select them by hitting the corresponding key shown on screen.

- Viruses are lighter shades of the capsule colours in the bottle.
- Viruses are cleared when matched in a line of the same colour that's 4 or more longer, like the original Dr. Mario.
- The game automatically ends when all viruses are cleared.
- If the top of the bottle is blocked, a game over shows, and you can press 'r' to retry the game.

Controls:

- W: rotate clockwise
- A: move left
- S: move down
- D: move right
- C: save capsule / switch with saved capsule
- P: pause game

2 Attribution Table

Student 1 (Roy Liu, 1010331062)
EVERYTHING

3 Milestone Figures

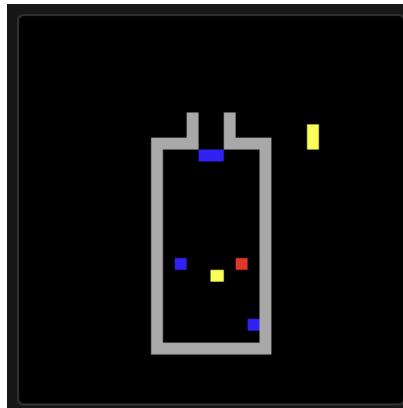


Figure 2: Milestone 1 Bitmap



Figure 3: Main Menu

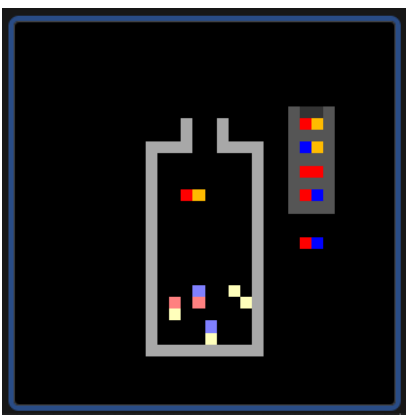


Figure 4: Gameplay

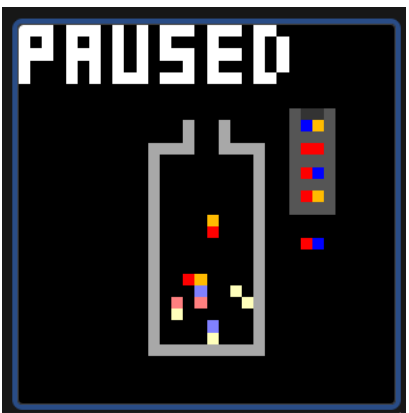


Figure 5: Paused Message



Figure 6: Game Over Screen

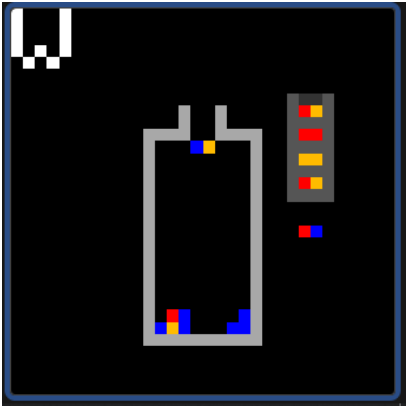


Figure 7: Win Message