

User manual

Game: ARKANOID

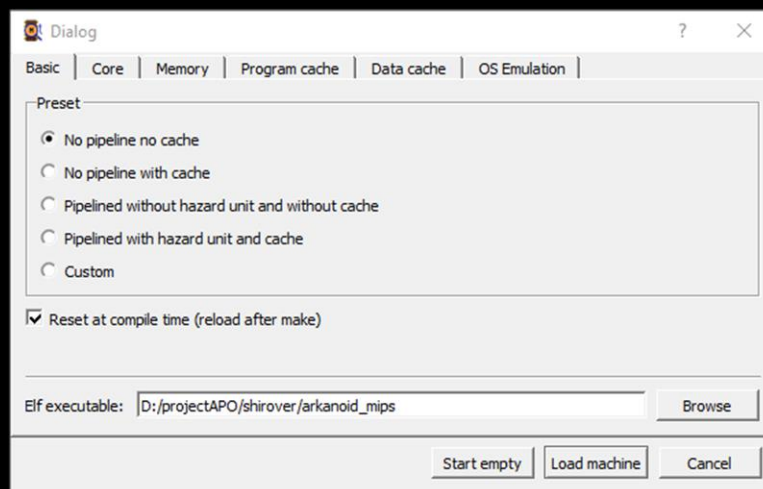
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How to start ?

First, you need to download and install the simulator. Secondly, you need to upload the code there. (If you want to use an online simulator, then you can go to the second step).

The first step:

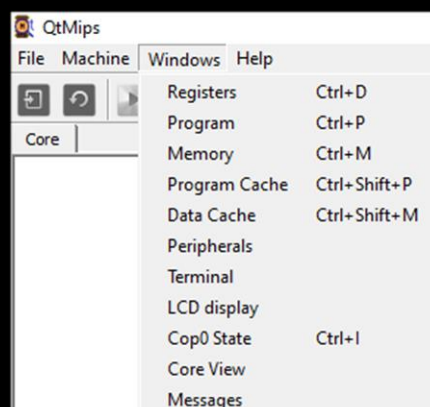
- Download and install the QTMips simulator
- Download and unzip the Arkanoid.zip package
- Open QTMips simulator (qtmips_gui.exe)
- In the preload window that appears (or using the file tab) you need to load the “arkanoid_mips” file and press the button “Load machine“.



The second step:

Now you need to edit the workspace, because not all interface elements will be needed.

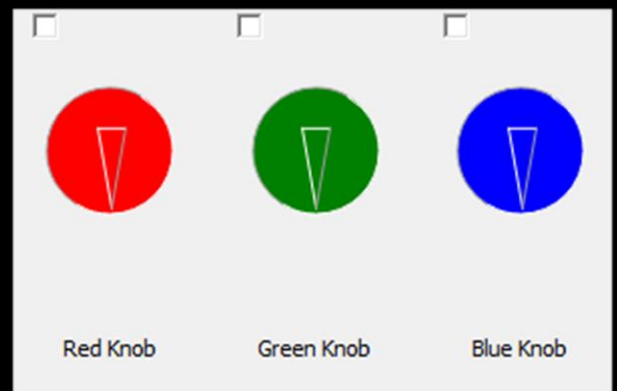
1. select the “Windows” tab
2. disable: core view
3. activate: peripherals, terminal, display
4. and also set the processing speed to “unlimited” (recommended)



After loading the game...

Now, when the game is loaded, you can start.

- Press “run” button to start the game
- To control the bat, you need to rotate the **blue** knob in the periphery window.
- To throw the ball, you need to turn the **green** knob (it is also located in the pyrepheria window). Do not forget to return it to the zero position. It is very important!



By default, the player has 3 lives.

- If the ball touches the bottom of the field, the player will lose one life.
- If the player loses his last life, the game is over.

The game also has a score.

- For each broken block, the player will receive +10 points to his score.
- For each death, the player receives -30 points.
- If the player reaches the maximum score, he wins.

Some information

We also use 1st and 2nd LED lamps.

1st LED RGB lamp:

- glows **red** if there are 100% blocks left
- glows **yellow** if there are 50% blocks left
- glows **green** if there are 0% blocks left

2nd LED RGB lamp:

- glows **green** if the player has 3 lives left
- glows **yellow** if the player has 2 lives left
- glows **red** if the player has 1 life left



Terminal is used for printing some information for player (It prints a message about the victory or loss of the game and the final score).

