**ORGNIZATION OF COMPUTER AND**

**ASSEMBLY LANGUAGE**

**(EL-2003)**

**BRICK BREAKER GAME**

**PROJECT PROPOSAL**

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1. **Introduction**

We aim to develop a Brick Breaker game using assembly language. The player controls a paddle to bounce a ball and break bricks. The goal is to clear all the bricks without letting the ball fall past the paddle.

1. **Objective**

Our focus is to apply key assembly language concepts such as memory management, input/output handling, and efficient game loop control.

**3. Tools & Libraries**

* **MSAM (Microsoft Assembly)** for handling input and output operations.
* We may explore additional libraries for graphics or sound handling.
* **Assembler**: NASM/TASM for compiling our code.
* **Debugger**: Visual Studio for testing and debugging.

**4. Project Features**

* Player-controlled paddle and ball.
* Simple graphics for the ball, paddle, and bricks.
* Collision detection between ball, paddle, and bricks.
* A basic scoring system.

**5. Key Concepts**

* Memory management for game elements.
* Input/output handling via assembly.
* Control flow using loops and conditionals.
* Basic timing mechanisms for smooth gameplay.

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