

Assembly Project: Dr Mario

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1 Instruction and Summary

1. Which milestones were implemented? Milestone 1 to 5. We completed easy features 1,2,3,5,6,11 and hard feature 5
2. How to view the game:
 - (a) Unit width and height in pixels:8
 - (b) Display width and height in pixels:256
 - (c) The left part is the playing field, the right part displays the next capsule

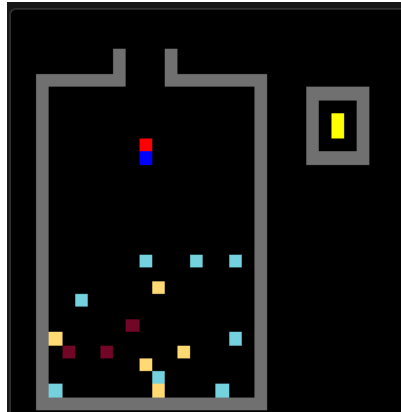


Figure 1: a simple view of the game

3. Game Summary:
 - The player selects from the three difficulties, which decides the speed of drop and the number of viruses in the game.
 - The user gets to move the capsule down, left or right, and can rotate the capsule 360 degrees. When a capsule is dropped, a new capsule will be generated at the top, which is shown on the right of the screen.
 - The viruses are displayed in the play field with a slightly different color. The capsules will get cleared once we have 4 or more capsules in a column/row. When all viruses are cleared, the game ends. The game also ends when the entrance of the play field gets blocked.

2 Attribution Table

Adeeb Nawshad, 1009812945	Taiyi Jin, 1009075796
Milestone 1	Milestone 2
Easy feature 1	Milestone 3
Easy feature 2	Easy feature 5
Easy feature 3	Easy feature 11
Easy feature 6	Hard feature 5