



PROJECT of COURSE-104952

by Group5

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Scene1 - Title

Containing:

- Title Page
- Scrolling down in Y-direction background

```
;-----title-----
Title:
    ld hl, 1000          ;counter, to wait for a while
    call Wait

    ld hl, 110           ;counter for the scrolling loop
    ld c, 2              ;slow down factor

;scroll-y
.loop:
    ld a, [rLY]
    cp 144
    jp nz, .loop

    dec c
    jp nz, .loop
    ld c, 2

    ld a, [rSCY]
    inc a
    ld [rSCY], a

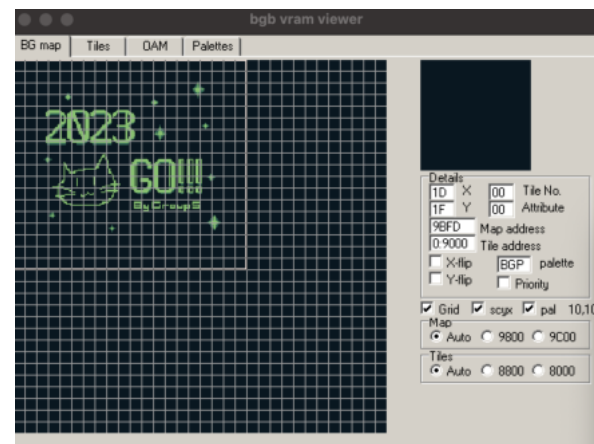
    dec hl
    ld a, h
    or l
    jp nz, .loop
```

wait and scroll

256*256 PNG



GB screen is 144*160



in VRAM viewer

Scene2 - Night Sky

Containing:

- Sub-Scene1: night sky with shining background
- Sub-Scene2: night sky with scrolling right in X-direction background and falling star sprite

sprite



```
dec hl
ld a, h
or l
jp z, Scene2

xor a          ;b==0 enter s0
cp b
jr z, .s1
inc a          ;b==1 enter s2
cp b
jr z, .s2

.s0:
ld a, %1111111
ld [rBGP], a
ld b, 0
jr bling

.s1:
ld a, %11111110
ld [rBGP], a
ld b, 1
jr bling

.s2:
ld a, %11111001
ld [rBGP], a
ld b, 2
jr bling
```

sub-scene1

```
.loop:
ld a, [rLY]
cp 144
jp nz, .loop

dec c
jp nz, .loop
ld c, 5

;scroll X direction
ld a, [rSCX]
inc a
ld [rSCX], a

; Move the sprite from LU to RD
ld a, [_OAMRAM + 1]
inc a
ld [_OAMRAM + 1], a

ld a, [_OAMRAM + 1]
inc a
ld [_OAMRAM ], a

dec hl
ld a, h
or l
jp nz, .loop
```

sub-scene2

Scene3 - Ending

Containing:

- Sub-Scene1: wishing for a moment then scroll up in Y-direction
- Sub-Scene2: happy new year background with shining sprites

```
ld hl, 1000      ;counter, to wait for a while
call Wait

;scroll_y
ld hl, 110      ;counter for scrolling
ld c, 15        ;slow down factor

.wait:
ld a, [rLY]
cp 144
jp nz, .wait

dec c
jp nz, .wait
ld c, 15

ld a, [rSCY]
dec a
ld [rSCY], a

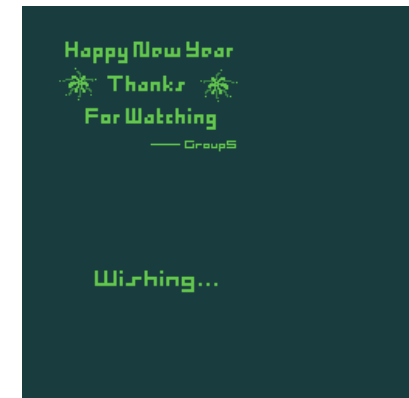
dec hl
ld a, h
or l
jp nz, .wait
```

wait and scroll

sprite2



256*256 PNG



```
xor a
cp b
jr z, .s1

.s0:
ld a, %11111001
ld [rBP0], a
ld b, 0
jr .shine

.s1:
ld a, %11100100
ld [rBP0], a
ld b, 1
jr .shine
```

shining sprite

How we work?

Jiao HUANG: graphical assets manager and documentation manager

Xian ZHANG: graphical assets manager and documentation manager

Ziqi WANG: script manager、toolchain manager、code tester and version control manager

Pixel Studio



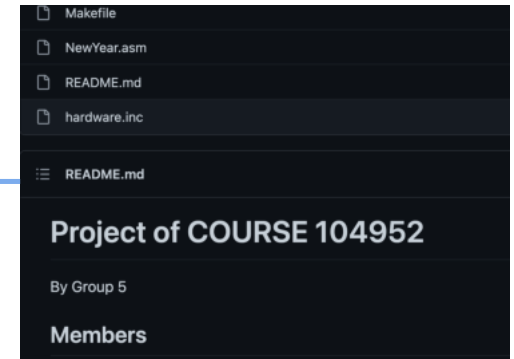
all drawn by ourselves!

Tile Generator for BG



transfer PNG to tiles

Github



version controll etc.

Tile Generator for Sprites



draw and transfer

