

PROJECT of COURSE-104952

by Group5

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Scene1 - Title

Containing:

- Title Page
- Scrolling 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
```

Scene2 - Night Sky

Containing:

- Sub-Scene1: night sky with shining background
- Sub-Scene2: night sky with scrolling X-direction background

```
    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, %11111111
    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
```

```
.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
```

Scene3 - Ending

Containing:

- Sub-Scene1: wishing for a moment
- Sub-Scene2: happy new year 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
```

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

.s0:
ld a, %11111001
ld [r0BP0], a
ld b, 0
jr .shine

.s1:
ld a, %11100100
ld [r0BP0], a
ld b, 1
jr .shine
```

How we work?

Jiao HUANG: graphical assets manager and documentation manager

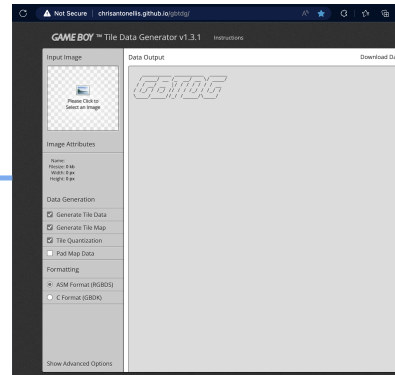
Xian ZHANG: graphical assets manager and documentation manager

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

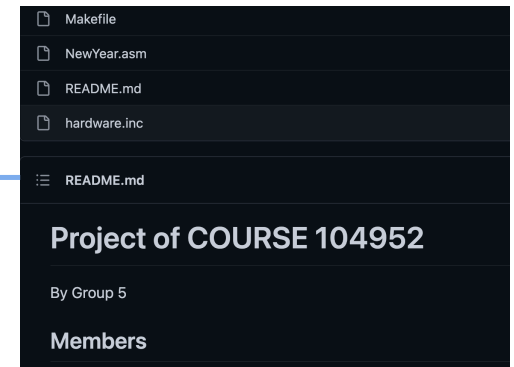
Pixel Studio



Tile Generator for BG



Github



Tile Generator for Sprites

