

Assembly Project: Columns

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1 Instruction and Summary

1. Which milestones were implemented?

milestones 1 to 5

2. How to view the game:

(a) the width and height are 256 * 256 pixels, 8 pixels a unit

3. Game Summary:

- The game is the regular Columns game
- There are multiple difficulty levels, which changes the speed of the columns dropping down.
- We encourage the player to eliminate more blocks/rows at once. Thus, when it happens, the player will have some extra scores.
- keyboard controls: **a** for shifting left, **d** for sifting right, **s** for shifting down, **w** for shuffling, **p** for pausing the game, **r** for restart the game after game over.

2 Attribution Table

Student 1 (YA-CHUN, HO 1010922806)	Student 2 (Aaron Avram 1010845490)
Implement keyboard shifts	Draw Static Screen
Display the scores	Generate Different Colours
Implement pause	Implement Column Movement
Implement game over and retry	Detect Collisions
Implement difficulty level	Shift Grid After Collision

3 GitHub repo

<https://github.com/aaron-avram/Columns.git>