

## MP report Phase2

### Team members:

1. **Ahmed Fawzy Mohammed**
2. **Abdelrahman Mohammed Salem**
3. **Youssef Said Ibrahim**
4. **Fady Adel Nasser**

Functionality	Working or not	Copied or not
Main program	Working	Not copied
Initial page (taking player name , level and points)	Working	Not copied
Registers selection page	Working	Not copied
Commands selection page	Working	Not copied
Selecting and applying forbidden characters	Working	Not copied
Game graphics	Working	Not copied
2- levels game	Working	Not copied
Executing 20 command 1. SHL 2. SHR 3. ROR 4. ROL 5. RCL 6. RCR 7. SAR 8. NOP 9. CLC 10. INC 11. DEC 12. MOV 13. OR 14. AND 15. MUL 16. IMUL 17. DIV 18. IDIV 19. PUSH	Working	Not copied

20. POP		
Determine flags state (not required)	Working	Not copied
Shooting power ups	Working	Not copied
Executing power ups	Working	Not copied
Addressing modes <ul style="list-style-type: none"> <li>1. Immediate value</li> <li>2. Register addressing mode</li> <li>3. Direct addressing mode</li> <li>4. Register indirect addressing mode</li> <li>5. Indexed relative addressing mode</li> </ul>	Working	Not copied
Detecting 5 error types	Working	Not copied
Chatting <ul style="list-style-type: none"> <li>1. In game chat</li> <li>2. Chatting module</li> </ul>	Working	Not copied
Synchronization shooting power ups between 2 PCs	Working	Not copied
Exchange data between 2 PCs like Names and point	Working	Not Copied