

CS2610 - Assembly Language Lab Project

A3-Copter

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Running the Game

- Extract the .zip file into the MASM directory(Make sure all the .txt files are in MASM directory)
- Run DOSBOX (preferably with *core = dynamic* in DOSBOX's config file)¹
- Navigate into the masm directory and run the following commands :
 - *masm copterv1.asm* OR *masm copterv2.asm*
 - *link copterv1* OR *link copterv2*
- Change the frequency of DOSBOX to 30000 cycles/s approx.
- Then run the following command :
 - *copterv1* OR *copterv2*

Playing the Game

- The objective of the game is to drive your helicopter for the longest distance without crashing into the terrain or any of the obstacles.
- There are three difficulty levels with one level having vertically stationary obstacles and the other two with vertically moving obstacles.
- The Game uses *only* the mouse.
- Hold the left click to gain height. If you don't, then the helicopter automatically falls down.
- Right-Click to pause the game and Left-Click to resume at any time in the game.
- That's it! Enjoy the Copter's thrilling sounds and scintillating motion (:P), and try and beat your own best score! :D

Issues with DOSBOX

There is a minor issue with DOSBOX where sometimes, the obstacles stay stuck on the right of the screen until the next obstacle is rendered. This problem does not exist in DOSEMU.

Hence we have created two versions of the game:

- 1) Version 1 : in which the problem persists. <copterv1.asm>
- 2) Version 2 : in which we changed the rendering of the object to begin from a little left off the right end of the screen.(problem partially solved). <copterv2.asm>

¹Go to /.dosbox/. Open the configuration file and change the corresponding line to *core = dynamic* without the quotes