

CANDY CRUSH REPORT

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Introduction:

- First of all we designed grid the grid is 7*7 and each box is of 60*60 pixels. The color used in the grid was purple
- After drawing the grid we made a macro named window 1 in this proc the game prompts the user to enter their name the name is saved and id displayed on each screen.
- After that we showed username,score and number of moves
- Window 2 was made to show the rules of the game and prompt users to select the level they want to play.
- Level 1 , Level 2 and level 3 were made according to the given instructions.
- 3 or more than three consecutive candies are crushed and scores are awarded.

Details:

- In Window 1 an animation was made. This was achieved by changing color in every iteration of drawing a line and when a line is drawn a little delay is added.Once all lines are drawn Black lines were drawn to remove the previous lines this gave a moving pixels effect.
- Grid was made by calling a macro which draws horizontal and vertical lines according to given parameters. While loop was used for this purpose
- After that we Drew different candies and then adjusted it on the board. Ideas for candies were made using the help of the internet. And various techniques were used to draw complex shapes.

- Username was stored in a variable and then later stored in a file along with scores in respective levels
- We have also made the extra effort to use a loading screen after the user selects the level s/he wants to play.
- A variable was used to keep a check on the number of moves. When 15 moves are completed, the user's score is checked and if it is greater than 18 then the user is declared as a winner.
- An array is used to store a numeric value for each type of candy. After every move, the game checks if any 3 consecutive candies are found in the array and they are crushed and a “crushing” sign is displayed.
- File Handlin was used to store the name of user and the score was also stored.

Interrupts:

1. INT 21h
2. INT 33H
3. INT 10H