

## 68000 Assembly Game - Assembly and C Module - Year 2 Stage 2

### Software Development and Cyber Security

**Project Due:** Friday 1<sup>st</sup> March 2024 (5.00pm) no GitHub commits after 5.00 pm

**Project Demonstration and Grading 8th March 2024 9.00am to 5.00pm**

(or possibly Games Fleadh if your game is of excellent quality)

This project is to design and code a game based on [Games Fleadh 2024](#) Theme **Start with Nothing**

Option 1	Option 2
<b>Endless ChatGPT Game</b>	<b>Run and Grow</b>
<a href="https://bitbucket.org/MuddyGames/computer-architecture-for-game-devices-project-i/src/master/starter_kit.x68">https://bitbucket.org/MuddyGames/computer-architecture-for-game-devices-project-i/src/master/starter_kit.x68</a>	<a href="https://bitbucket.org/nasmsamples/68000_starter_pack/src/main/">https://bitbucket.org/nasmsamples/68000_starter_pack/src/main/</a> IDEAS <a href="https://www.youtube.com/watch?v=S5camMoNw-o">https://www.youtube.com/watch?v=S5camMoNw-o</a>

Famous text-based strategy games include “Zork”

[http://textadventures.co.uk/games/play/5zyogrsugeopel3ffhz\\_vq](http://textadventures.co.uk/games/play/5zyogrsugeopel3ffhz_vq)

Core loops:

- Detail a mission.
  - Validate entered data.
- Prepare for each mission.
  - Manage the consumption of resources.

Use [Starter Kit](#) project and add your own assembly code to implement core loops of this project.

Every project should have a comment at the top stating your name, User/student ID number, date created, overall brief description of the project and any known bugs in it.

Project will need to be demonstrated to Lecturer on due date.

**Software Development and Cyber Security**

Extending your Project

You should add some extra suitable feature(s) to extend the project if you have completed the functionality (written, commented and tested your code) as asked in the project specification.

1. Write what you plan to do to extend the project and show it to your lab supervisor to make sure it is suitable.
2. Code the extra feature(s).

## Software Development and Cyber Security

Project Rubric		
0 - 35% (0 - 8)	35% - 75% (8 - 18)	75% - 100% (18 - 25)
<ul style="list-style-type: none"> <li>• Implementation will achieve minimum functionality.</li> <li>• Implementation may contain some syntax and/or run-time errors.</li> <li>• Implementation code will be poorly commented and/or formatted.</li> <li>• Implementation will contain basic features; application will not be tested properly.</li> <li>• Implementation code will not follow applicable coding conventions.</li> <li>• Implementation will have features:               <ul style="list-style-type: none"> <li>○ Validation of entered data.</li> <li>○ Consumption of (e.g., energy) and or Accumulation of resources</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Implementation will achieve expected functionality.</li> <li>• Implementation will not contain syntax and/or run-time errors.</li> <li>• Implementation code will be reasonably commented and/or formatted.</li> <li>• Implementation will contain assignment features.</li> <li>• Implementation will be tested to a reasonable degree.</li> <li>• Implementation code will follow appropriate coding conventions.</li> <li>• Implementation will have features:               <ul style="list-style-type: none"> <li>○ Validation of entered data.</li> <li>○ Consumption of (e.g., energy) and or Accumulation of resources</li> <li>○ Effectively manage resource usage / cost</li> <li>○ Include gameplay features such as taking damage</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Implementation will achieve advanced functionality.</li> <li>• Implementation will not contain syntax and/or run-time errors.</li> <li>• Implementation code will be well commented and/or formatted.</li> <li>• Implementation will contain assignment features.</li> <li>• Application will be expertly tested.</li> <li>• Implementation code will follow coding conventions.</li> <li>• Implementation will have advanced features:               <ul style="list-style-type: none"> <li>○ Validation of entered data.</li> <li>○ Consumption of (e.g., energy) and or Accumulation of resources</li> <li>○ Effectively manage resource usage / cost</li> <li>○ Include gameplay features such as taking damage</li> <li>○ Effectively manage resource usage / cost</li> <li>○ Include numerous novel gameplay features such as taking damage</li> <li>○ Effectively handle loss of resources</li> <li>○ Effectively handle endless mode</li> </ul> </li> </ul>