

1. Included in submission
2. Included in submission
3. Info
  - a. Suit
    - i. 12 16 21 which was the yellow-orange color (the original)
    - ii. 12 12 12 which is the purplish color (new)
  - b. Credits
    - i. 17 12 17 1D 0E 17 0D 18 (NINTENDO)
    - ii. 23 0E 1B 18 0C 18 18 15 (ZERO COOL)
  - c. Release Date
    - i. 01 09 05 06 (1986)
    - ii. 01 09 09 05 (1995)
  - d. Experiences
    - i. Overall, cool project. Other than your flexibility in changing what the project/lab was to this one to stay consistent with the material helps a lot. I learned a lot from using a debugger correctly as well as refresh my memory with hex values and the like. It was interesting to see how memory allocation management plays an integral role when assigning values to the registers and the amount of space they can take. It's amazing to see how this game is small in size and still can pack a lot of information by correctly and carefully managing memory and considering overflows, though there were several parts that could have easily been injected with a buffer overflow and crash the program.
  - e. Anything else?
    - i. Remove your buffer overflow for this class and make this one the "new" one. You already do buffer overflow in 378, this one tackles the same principle and lessons while making it extra fun due to the visuals. Just wish Ghidra had a dark mode 😊😄