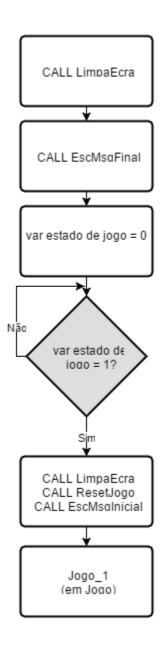


ResetJogo

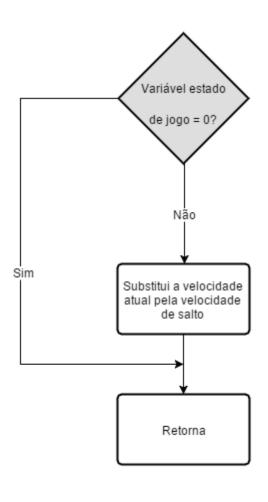
Coloca as variáveis em memória com os seus valores iniciais CALL LimpaMemoria CALL LimpaLCD CALL IniciaLCD CALL AtualizaLCD CALL AtualizaLEDs CALL ObsDisplay Coloca a velocidade do pássaro a 0 Coloca a posição inicial do pássaro na coluna 12 Retorna

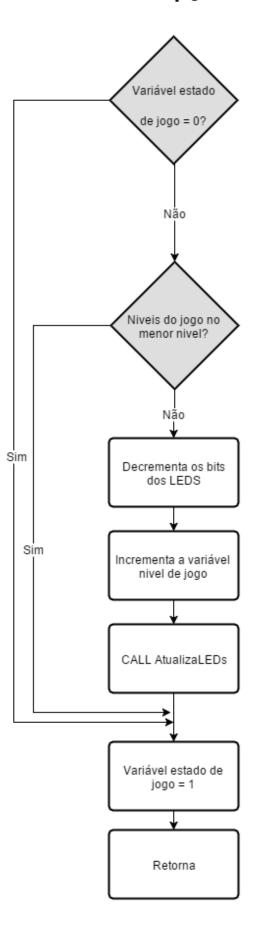
FimJogo



Interrupção 0

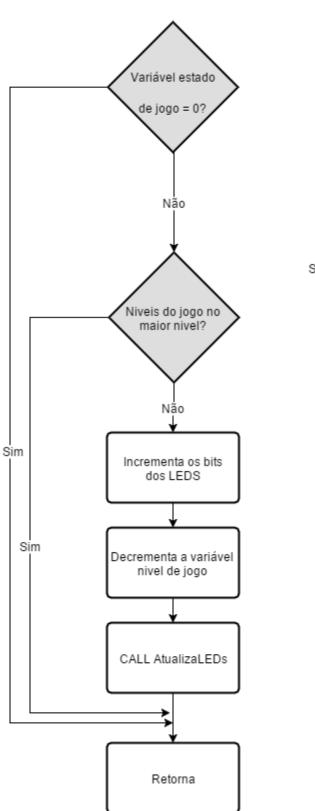
Interrupção 1

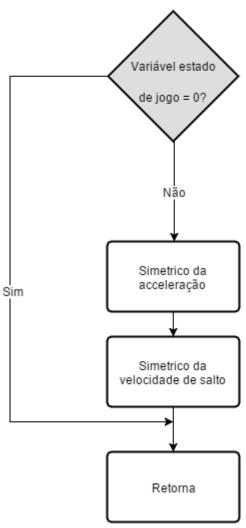




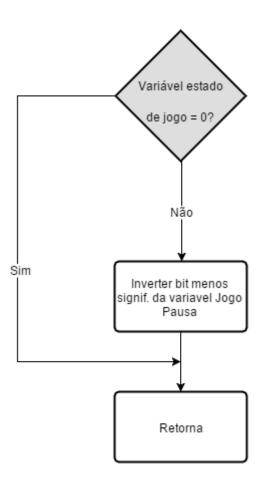
Interrupção A

Interrupção 2

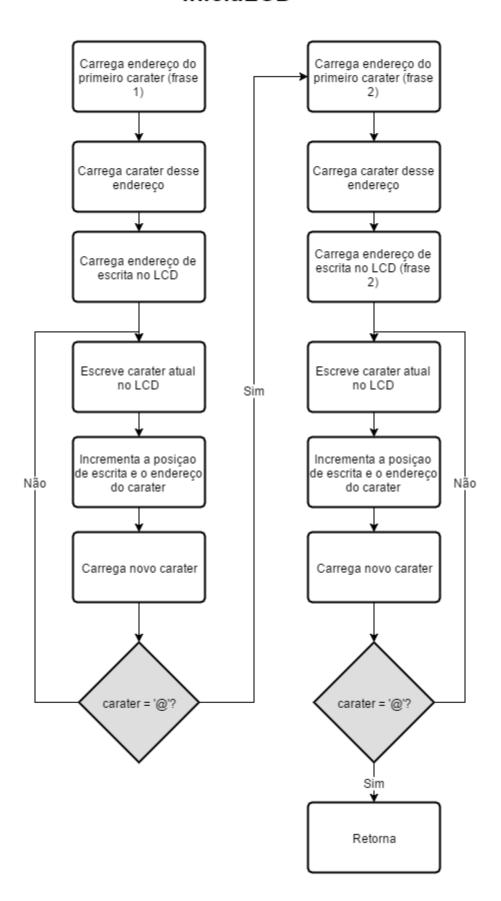




Interrupção B

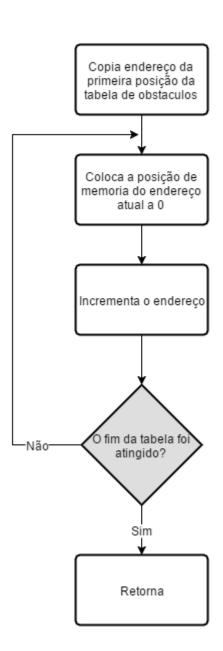


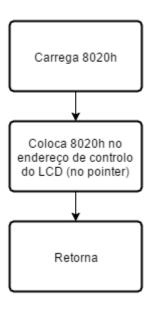
IniciaLCD



LimpaMemoria

LimpaLCD

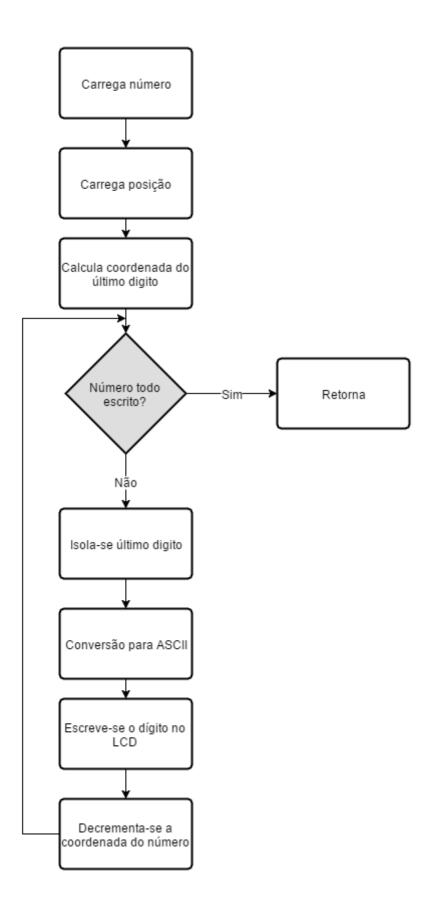




AtualizaLCD



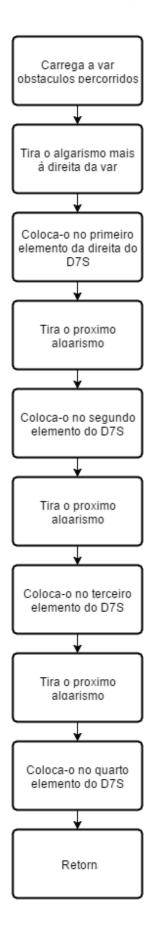
EscNumLCD



AtualizaLEDs

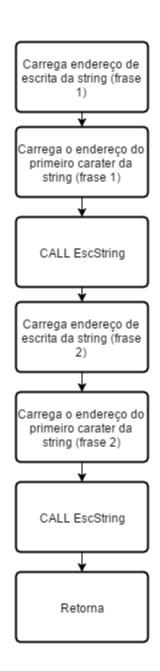


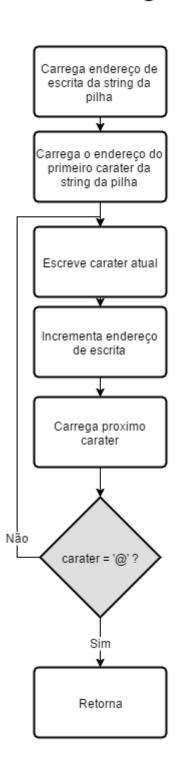
ObsDisplay



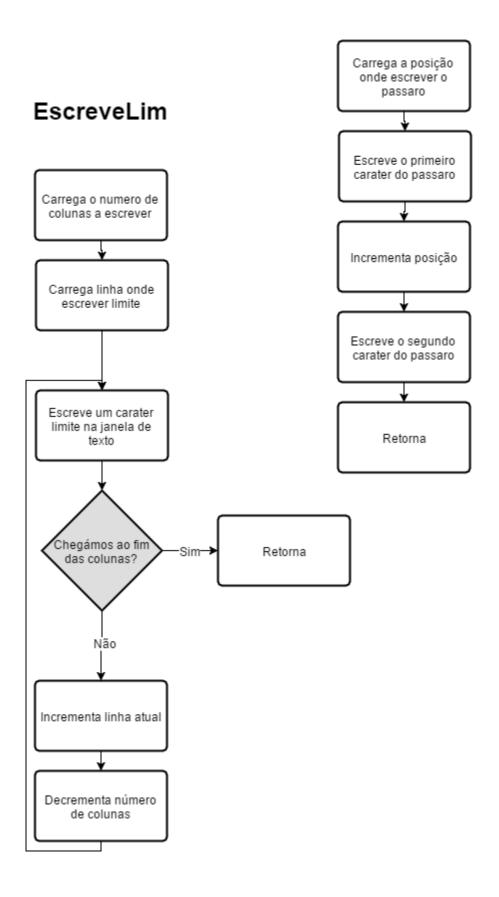
EscMsgInicial

EscString





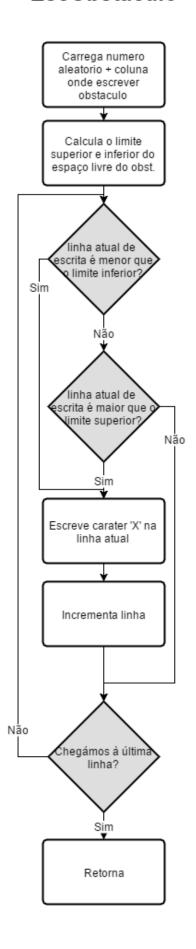
ColPassaro



EscPassaro

Carrega a posição atual do passaro e arredonda-a Carrega a linha e coluna atual do passaro ássaro mudou de linha? Sim Limpa o passaro atual Atualiza a linha e Não coluna do passaro Desenha o passaro na nova posição Retorna

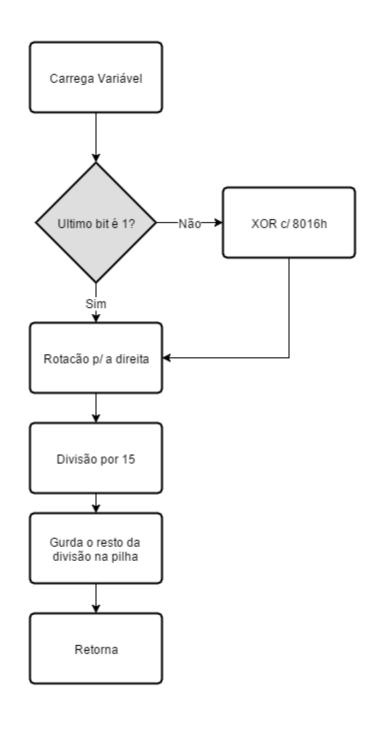
EscObstaculo



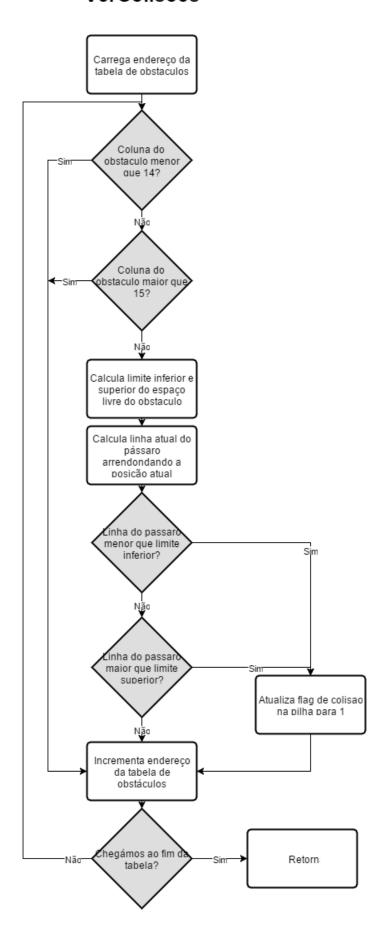
MvObstaculos

Carrega endereço da tabela de obstaculos Carrega obstaculo Obstaculo está Não CALL LimpaObstac Obstaculo está na coluna 00 ? Não Não Limpar essa posição de memória Sim Decrementa coluna do obstaculo CALL EscObstaculo Atualiza posição na tabela de obstáculos com a nova posição do obstaculo incrementa posição da tabela de obstáculos Chegámos ao fim da tabela de obstáculos? Sim Retorna

NumAleatorio



VerColisoes

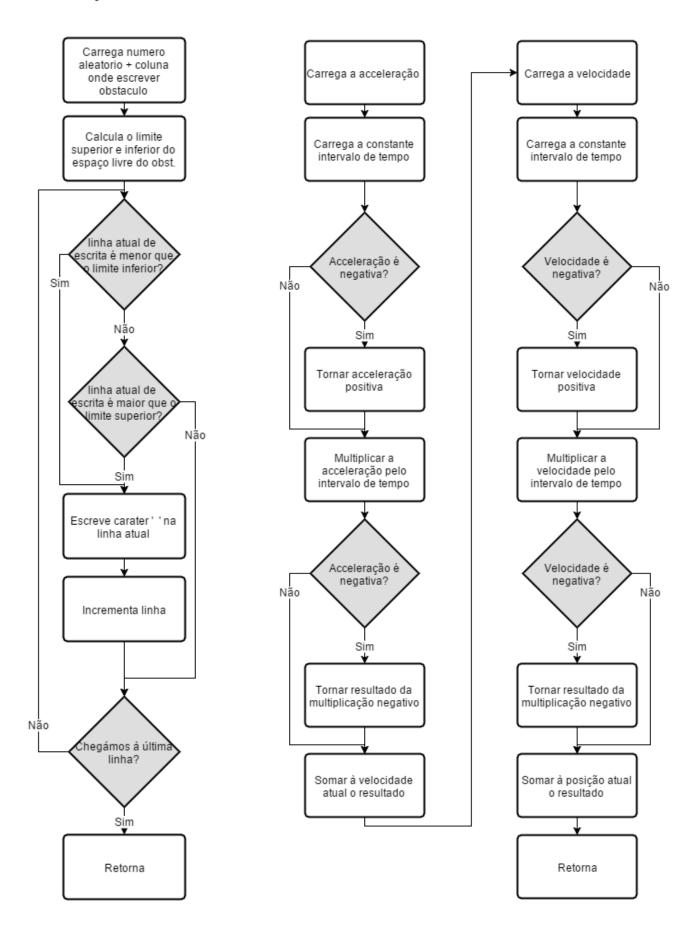


VerColisoesLm



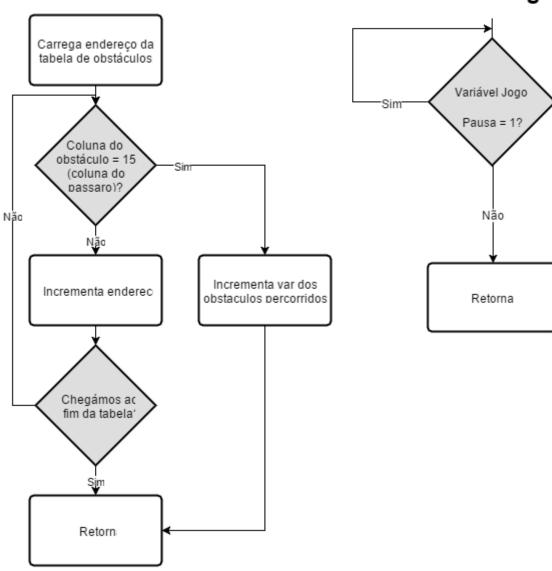
LimpaObstac

NovaPosPass

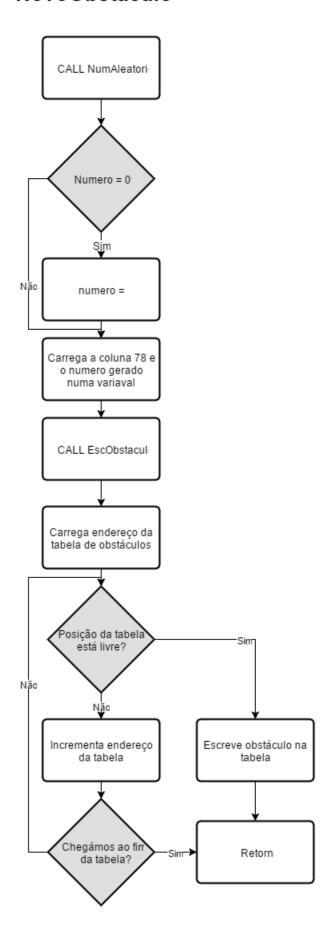


ObsSuperados

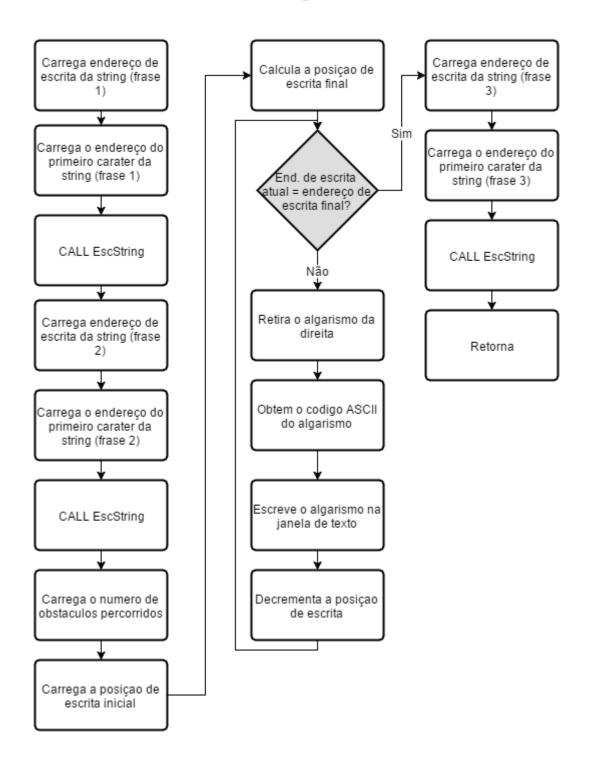
PausaJogo



NovoObstaculo



EscMsgFinal



LimpaEcra

