



Space Invaders Game using Assembly 8086

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01

Introduction

INTRODUCTION



- Brief overview of the project purpose and significance.
 - inspiration from the original Space Invaders game.
 - the use of Assembly 8086 programming language.
 - exploration of low-level programming and hardware interaction.
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- statement of project objectives and goals.
- intended accomplishments with the game.



02

Demonstration



03

Implementation



Implementation

- key implementation details.
- user input handling, graphics rendering, and game logic.



- Graphics rendering
- User input handling
- Collision detection
- Game logic and behavior
- Debugging and testing

The background is a solid dark blue. It is decorated with numerous horizontal bars of varying lengths and colors, including white, bright pink, and cyan. These bars are scattered across the frame, some appearing as thin lines and others as thicker blocks, creating a dynamic, abstract pattern.

Conclusion

Thank You Q&A