;MOV r8, 0x00

;MOV r9, 0x1E

;test\_bot:

;MOV r7, 0x1A

;CALL draw\_vertical\_line

;SUB r9, 0x01

;ADD r8, 0x01

;CMP r8, 0x27

;BRNE test\_bot

;main: AND r0, r0 ; nop

; BRN main ; continuous loop

MOV r6, RED\_COLOR

MOV r8, 0x27

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x25

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x23

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x21

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x1F

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x1D

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x1B

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x19

MOV r7, 0x0B

CALL draw\_dot

MOV r8, 0x17

MOV r7, 0x0B

CALL draw\_dot

MOV r8,0x24 ; starting x coordinate

MOV r7,0x00 ; start y coordinate

;MOV r9,0x0A ; ending y coordinate

MOV r10, 0x04 ; starting width of wall

CALL get\_wall\_height

;move:

MOV r6, WALL\_COLOR

wall\_1:

CALL draw\_vertical\_line ; make first wall

SUB r9, 0x01

MOV r7, 0x00

ADD r8, 0x01

CMP r8, 0x28

BRNE wall\_1

CALL thic\_pause

MOV r6, BG\_COLOR ; del right side first wall

SUB r8, 0x01

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

CALL thic\_pause

MOV r6, WALL\_COLOR ; make new front of first wall

SUB r8, 0x04

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

CALL thic\_pause

;-----------------------------------2-----------------------------------

MOV r6, WALL\_COLOR ; make second wall

CALL get\_wall\_height

MOV r16, 0x00

wall\_two:

ADD r8, 0x04

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

CALL thic\_pause

MOV r9, 0x0A

MOV r6, BG\_COLOR ; del right side first wall

SUB r8, 0x01

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

CALL thic\_pause

LD r9, 0x30 ; height of wall 1

MOV r6, WALL\_COLOR ; make new front of first wall

SUB r8, 0x04

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

CALL thic\_pause

LD r9, 0x31 ; height of wall 2

ADD r16, 0x01

CMP r16, 0x04

BRNE wall\_two

;main: AND r0, r0 ; nop

; BRN main ; continuous loop

;------------------------------3----------------------

CALL thic\_pause

MOV r6, BG\_COLOR ; del right side second wall

MOV r9, 0x0A

SUB r8, 0x01

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

CALL thic\_pause

MOV r6, WALL\_COLOR ; make new front of second wall

SUB r8, 0x04

LD r9, 0x31

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

CALL thic\_pause

MOV r6, WALL\_COLOR ; make third wall

CALL get\_wall\_height

MOV r16, 0x00

wall\_three:

ADD r8, 0x04

CALL draw\_vertical\_line

SUB r9, 0x01

MOV r7, 0x00

;MOV r6, BG\_COLOR ; del right side second wall

;SUB r8, 0x01

;LD r9, 0x30 ; height of wall 1

;CALL draw\_vertical\_line

;SUB r9, 0x01

;MOV r7, 0x00

;CALL thic\_pause

draw\_sec\_ret:

;CALL draw\_wall

;CALL short\_pause

; MOV r6, BG\_COLOR

; CALL draw\_wall

;MOV r6, WALL\_COLOR

;SUB r8, 0x01

; CMP r8, 0xFF

;BRNE move

;MOV r7,0x00 ; start y coordinate

;MOV r9,0x0A ; ending y coordinate

;MOV r10, 0x04 ; starting width of wall

;CALL draw\_wall

;main: AND r0, r0 ; nop

; BRN main ; continuous loop

;--------------------------------------------------------------------