Project Report: Milestone 1

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1 Part I: Planning and Configuration

1. Breakout Plan:

2. Translate your plan into the .data section of your breakout.asm program. Assemble your program in MARS and inspect memory to ensure it matches your plan. Include a screenshot (or multiple screenshots) of memory demonstrating that it has been laid out according to your plan.

Figure 1: Screenshot of memory.
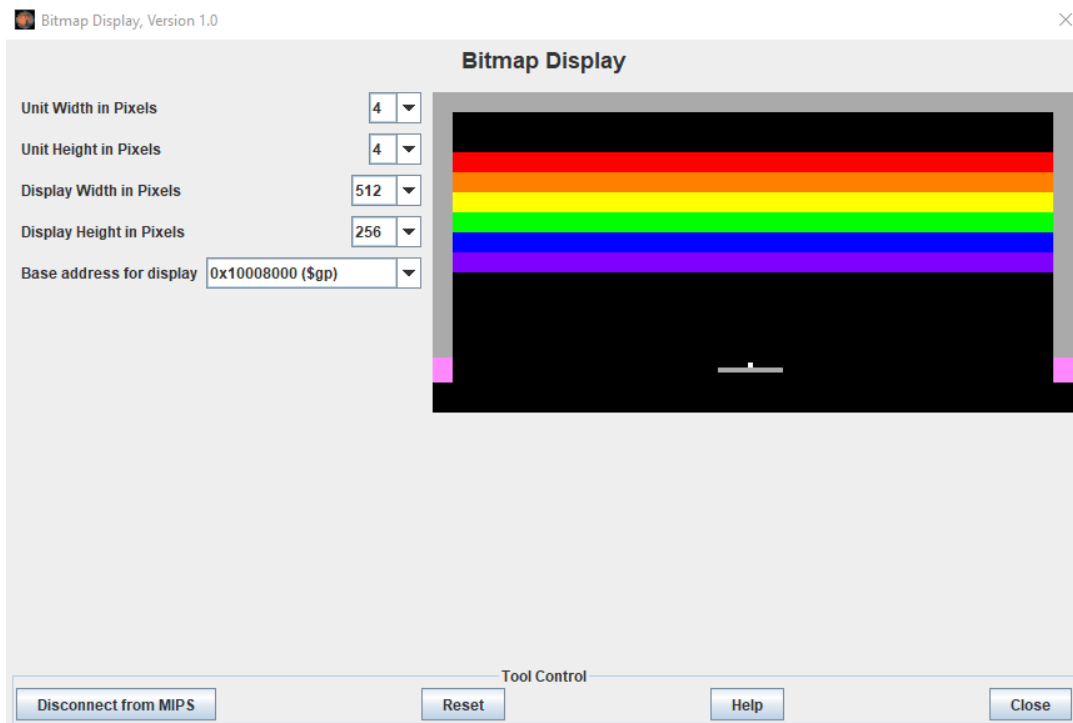
2 Part II: Milestone 1

3. Draw the scene (Milestone 1)

Figure 2: The static scene of Milestone 1 Drawing.

3 Part III: Milestone 2

QUESTION: How will the ball change directions when it collides?

Upload breakout.asm to MarkUs so that you have a snapshot of your progress so far.

4 Part IV: Milestone 3

Upload breakout.asm to MarkUs so that you have a snapshot of your progress so far.