

# Final Project - Super Assembly Bros!

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Your goal for this homework assignment will be to complete the program provided. The program has the following characteristics:

- **B** - is a block, your character can not go through them
- **G** - is gold, your character can pick them up for points
- **\*** - is the wall, your character can not go through the walls.

Your program should, at a minimum, do the following:

- Stop your character from going out of bounds - don't let them go past an asterisks (\*)
- Stop the character from going through a block (B)
- When the character goes over a G, give them points
- Display the player's score and keep it updated
- Add an exit to the map - place an **E** that terminates the program when they go over it

This is a challenging program, give yourself plenty of time to work on it. Make any modifications that you like, just make sure to complete the minimums.

Turn in any files you created/modified in addition to **Mario.asm**.

Have fun!

