Course Title: Computer Organization and Assembly Language

Task: Term Project

Section: BCS-3A, BCS-3B

***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***

In COAL term project, you will be creating the Qulifying round of the “Grand Prix Circuit” game, which is developed by Distinctive Software in 1988. The objective of the game is car racing and players can choose from multiple cars and circuits.

See play through of the game in this video tutorial:

https://www.youtube.com/watch?v=fysoXmhtWy0

Important Note: You will be working in group of 2 for developing this project. However, along with team evaluation each member will be evaluated individually as well.

**Phase I – User Interface**

**Deadline: Sunday 23rd October, 2022**

You will only implement qualifying round of the game for any track of your choice. In the first phase of the project, you will be implementing the user interface of the game as given in figure below. You can also add new features in the user interface as well to enhance the user experience. (Weightage: 3%)

