

Assembly Project: Dr Mario

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1 Instruction and Summary

1. Which milestones were implemented? M1, M2, M3, Partial M4
2. How to view the game:
 - (a) Unit width in pixels: 256
 - (b) Unit height in pixels: 256
 - (c) Display width in pixels: 8
 - (d) Display height in pixels: 8
 - (e) Base Address for Display: 0x10008000

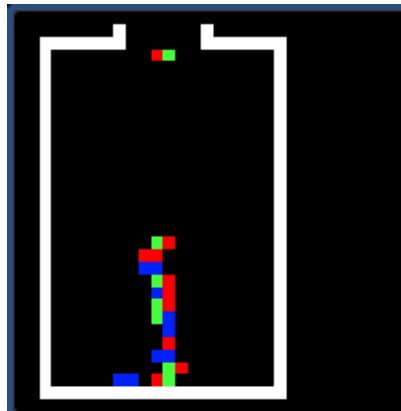


Figure 1: caption



Figure 2: caption

3. Game Summary:
 - Currently has dropping blocks with increasing gravity space

- Collision Detection and block removal
- Game Over Screen

2 Attribution Table

Student 1 (Rafay Usman and 1010103317)	Student 2 (Sergio Sanchez 1008801432)
Block Removal Upon 4 in row and ensuring unsupported blocks fall (M3)	M1
Gravity Speed	M2
Deifficulty Selction (inprogress)	M3
Added Pause	Gravity
Task	Game Over
Task	Task