

# Assembly Project: Dr Mario

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Name 2

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## 1 Instruction and Summary

1. Which milestones were implemented?  
Milestones 1 through 5 are fully implemented!! We have chosen to do 8 easy features to complete our game. Our game has a capsule preview, incrementing capsule speed, a game over and restart screen, increasing capsule speed and capsule gravity, sound effects on rotation and dropping, and increasing levels upon clearing all the viruses.
2. How to view the game:
  - (a) my grid is 19 columns by 30 rows in a 256x256 unit display with a unit width of 8 for each pixel (32x32 with width 1 essentially)
  - (b) Grid goes from the 3rd column to the 22nd column of the display with a height of 30 rows. Viruses are placed randomly within the grid and the capsule is generated to be at the bottle opening which is the 12th column and 3rd row.
  - (c) game is played with WASD controls. Game over screen appears at the end where you can restart by clicking R, you can quit at any time by pressing Q, and pausing is done by pressing P.

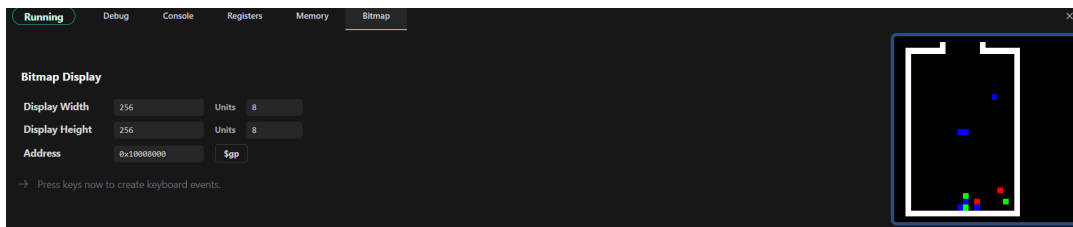


Figure 1: caption

3. Game Summary:
  - My game is dr mario, I draw the initial capsule and grid and save it to a space. In each go I redraw the capsule as it goes down then once collision is detected with the bottom boundary I save its position then redraw the new capsule at the top. I repeat this until the game detects that there is a pill outside the boundary in which case it will show a game over message.
  - Game is complete up to milestone 5 with 8 easy features, (1, 2, 4, 5, 6, 7, 11, 12)

## 2 Attribution Table

|                                 |                                    |
|---------------------------------|------------------------------------|
| Sergio Sanchez 1008801432       | Rafay Usman 1010103317             |
| Drawing bottle and capusle      | dropping blocks hanging in the air |
| Capsule movement                | 4 in a row elimination             |
| Collision Detection             | Increasing capsule drop speed      |
| Restart game screen             | Sound Effects                      |
| Advance level on virus clearing | Pause Game                         |
| Task                            | Capsule preview                    |