Microprocessor Lab Project
Buzzle Game
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Project Due Date: 20/12/2017 @ 10:00 pm
Grading: 10 Marks

Project Submission:
- Each group must submit a Hard copy of a report and the code (soft copy .asm file) of the project before the discussion.

Project Description:
This project needs to use DOS/BIOS and Mouse interrupts to design a buzzle game, the user can use the mouse click to move the star character to right way so it can go to the red diamond inside.
- The star must move from color to another through the dark way (Gate) just.
- The star can move its location using the mouse click only.
- If the player fails to reach the red diamond through the correct way, then you must end the game with a GOODLOOK sentence, but if the user win show to him with a WIN sentence appear.
- if the user doesn't end the current game and he/she wants to reload and start a new game, he/she can do that always when he/she presses the START button on the screen.
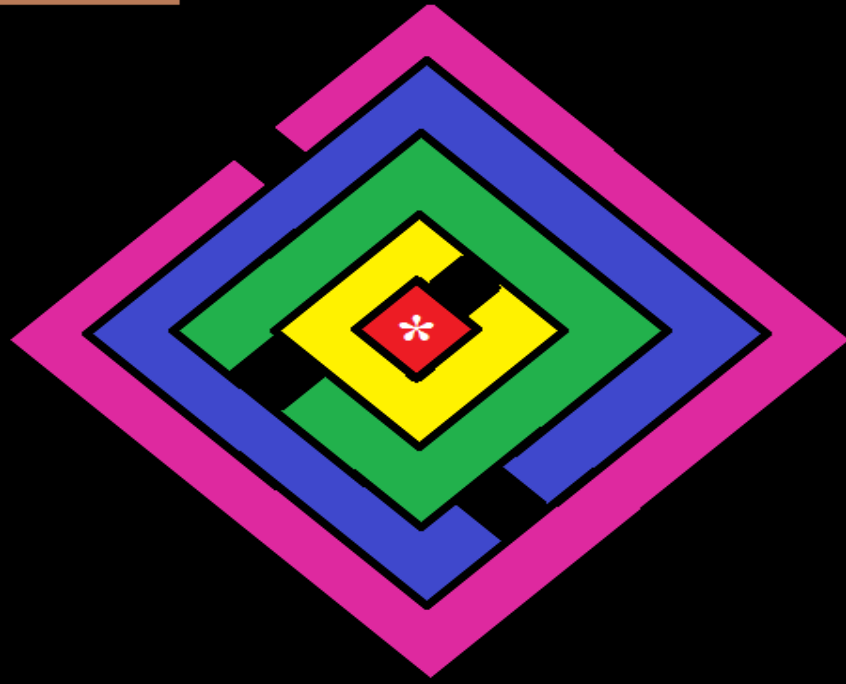- Use the colors and dimensions as you want.

Start

Buzzle Game

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Start

Buzzle Game

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Buzzle Game

Start

WIN

Buzzle Game

Start

GoodLook