BIM303 MICROCOMPUTERS
# TERM PROJECT

Project   Create a maze game program in assembly language with the following steps given below:

- First you need to draw the maze as given:
  INIT DB 0000000B, 0000000B, 0000000B, 0000000B, 0000000B, 1110111B, 1000001B, 1111001B, 1111011B, 1000001B, 1011111B, 1011111B, 1010001B, 1010101B, 1000101B, 1111101B, 1000101B, 1010001B, 1010101B, 1010101B, 1100011B, 1000001B, 1011101B, 1011101B, 1011101B, 1001001B, 1000101B, 1011101B, 1100001B, 1101111B, 1000001B, 1010101B, 1010101B, 1010101B, 1111101b, 0000000B, 0000000B, 0000000B, 0000000B, 0000000B
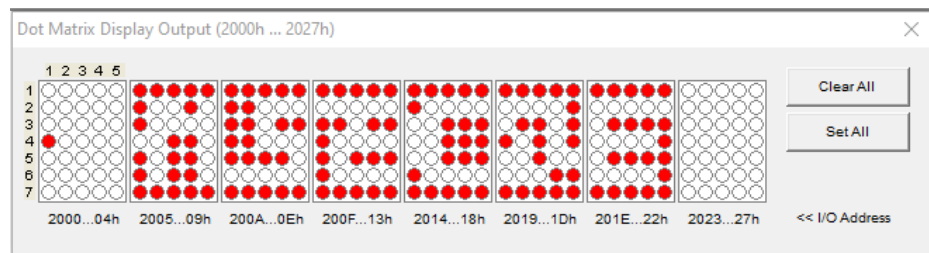
- A dot must begin from a starting point and it can move by keyboard instructions
- The dot moves constrained by following rules:
  - The dot can move upwards, downwards, left, and right by corresponding keyboard keys. For instance, if user presses the up key (↑), the dot must move upwards.
  - The dot can move only on unswitched leds.
  - If the dot encounters with an obstacle, it cannot pass.
  - The dot cannot exceed the borders of the dot matrix display output.
- Demo of your project is given in the attachment. The dot must be able to pass through the maze as in the demo.

Evaluation   You must complete your work until the due date. You will be evaluated on the presentation.