

BRICK BREAKER

Team Members:

Abuzar Zulfiqar (19P-0062)

Muhammad Abeer (19P-0061)

Aitzaz Tahir (19P-0012)

Section:

3-B

Overview:

A simple Brick Breaker game designed in NASM 16-Bit Assembly Language.

Technology & Software Used:

- VS-Code
- DOS BOX Emulator

Components Used:

- Conditional/Unconditional Jumps
- loops
- Interrupts
- Subroutine & Stack
- Video Memory

Working:

- Separate functions have been created for different parts.
- We have used functions to display the bricks, the borders, the text to be displayed on the screen.
- We have used video memory to display the objects across screen.
- Stack has been used to pass parameters in the functions.
- We have included interrupts to begin the program and to terminate the program when the game is over.
- To Run the code, we have to first compile it and then type the output file.com
- The code is written in such a way that first it clears the screen and displays the menu.
- The program asks for interrupt key to start the game and then when the game is over it asks the user to press the key to terminate the program.