

Assembly Project: Dr Mario

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1 Instruction and Summary

1. Which milestones were implemented?

Milestones 1 and 2, with 3 partly done. Just not clearing rows and columns yet.

2. How to view the game:

- (a) Open DrMario.asm in MARS.
- (b) Open the bitmap.
 - i. set the pixel height to 8
 - ii. set the pixel width to 8
 - iii. set the display width to 512
 - iv. set the display height to 512
 - v. change the base address to 0x10008000
 - vi. click connect to MIPS.
- (c) Open the keyboard input and click connect to MIPS.
- (d) Assemble DrMario.asm and run.

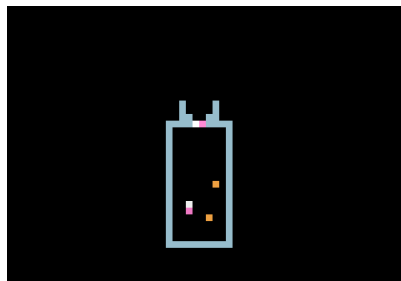


Figure 1: What it should look like

3. Game Summary:

- It is just dr mario so far. (WASD to move)
- I dont have it so that when there is a connection it clears yet

2 Attribution Table

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Everything