

Assembly Project: Breakout

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1 Instruction and Summary

1. Which milestones were implemented? Milestone 1, 2, 3
2. How to view the game:
 - (a) Unit width in pixels: 8
 - (b) Unit height in pixels: 8
 - (c) Display width in pixels: 512
 - (d) Base Address for Display: 0x10008000 (\$gp)

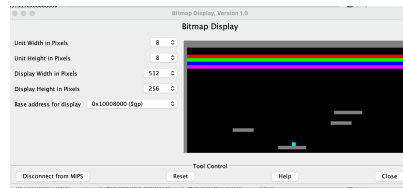


Figure 1: caption

3. Game Summary:
 - press 1 to start
 - the game now support exit (press q)
 - the game would black out if the player lose
 - collusion is supported
 - Support "multiple lives" (3) so that the player can continue the game multiple times. The state of the game (i.e., broken bricks) are retained for subsequent attempts.
 - Allow the user to pause the game by pressing the keyboard key p. and press other keys to continue.
 - Add 'unbreakable' bricks. (two grey in middle)
 - Add a second paddle that is controlled by a second player using different keys. (use comma and dot to control)
 - Allow the player to launch the ball at the beginning of each attempt. (use W, A, S, D to control movement of the ball)
 - Require bricks be hit by the ball multiple times before breaking.

2 Attribution Table

Student 1 (Name and student number)	Student 2 (Name and student number)
Task	Task
Task	Task
Task	Task
Task	Task
Task	Task
Task	Task