Project 2
The Dungeon of Despair

```
                        THE DUNGEON OF DESPAIR
          .                                            .
      .n                      .              .                  n.
   .   .dP                 dP              9b              9b.      .
  4    qXb           .     dX              Xb        .      dXp      t
dX.    9Xb     .dXb     __                    __      dXb.   dXP    .Xb
9XXb._        _.dXXXXb dXXXXbo.              .odXXXXb dXXXXb._        _.dXXP
 9XXXXXXXXXXXXXXXXXXXVXXXXXXXXOo.         .oOXXXXXXXVXXXXXXXXXXXXXXXXXXXP
  `9XXXXXXXXXXXXXXXXXX'~   ~`OOO8b   d8OOO'~    ~`XXXXXXXXXXXXXXXXXXXP'
   `9XXXXXXXXXXXP' `9XX'        `98v8P'           `XXP' `9XXXXXXXXXXXP'
     ~~~~~~~~       9X.         .db|db.            .XP       ~~~~~~~
                  )b.   .dbo.dP'`v'`9b.odb.   .dX(
                ,dXXXXXXXXXXXb       dXXXXXXXXXXXb.
               dXXXXXXXXXXXP'    .      `9XXXXXXXXXXXb
              dXXXXXXXXXXXXb   d|b   dXXXXXXXXXXXXb
              9XXb'   `XXXXXb.dX|Xb.dXXXXX'   `dXXP
                `'      9XXXXXX(   )XXXXXP      `'
                        XXXX X.`v'.X XXXX
                        XP^X'`b   d'`X^XX
                        X. 9  `   '  P )X
                         `b  `       '  d'
                           `          '
                        Press Enter to Continue
```
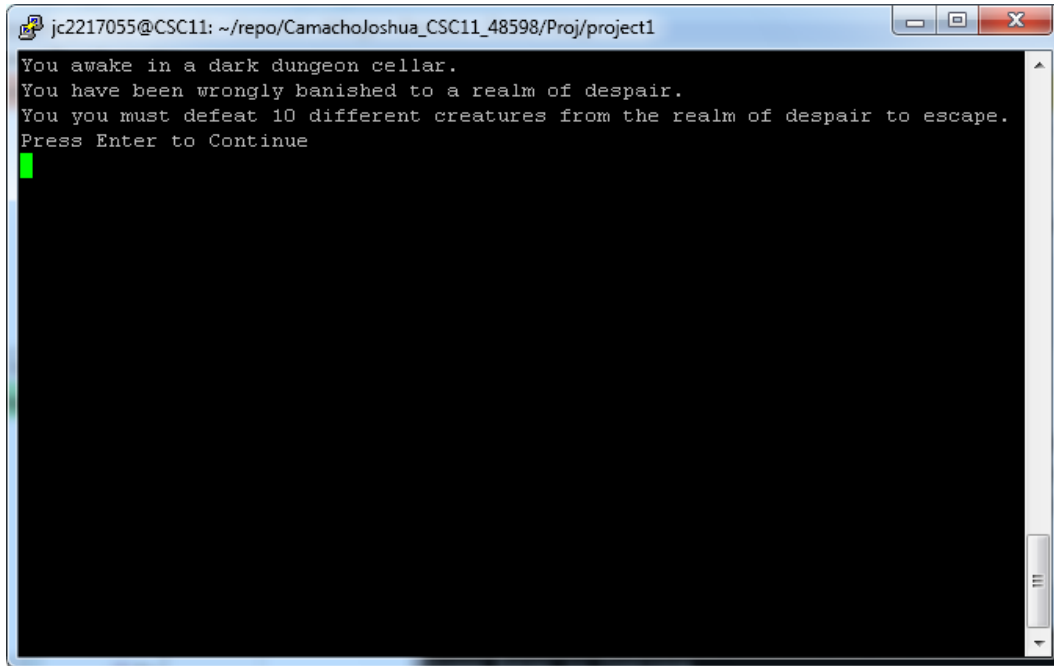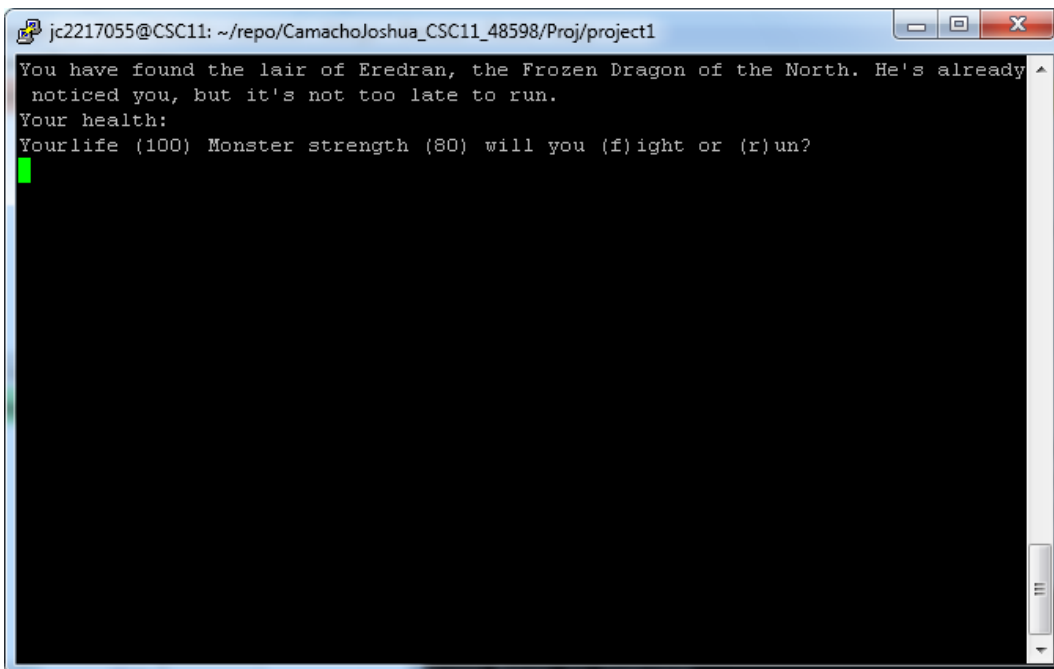
CSC-11

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The Game:

The Dungeon of Despair is a game where you fight monsters picked randomly from a pool of different monsters. Each monster has its own strength and the user gets the option to either roll against the monster's strength or to pick static odds and run.
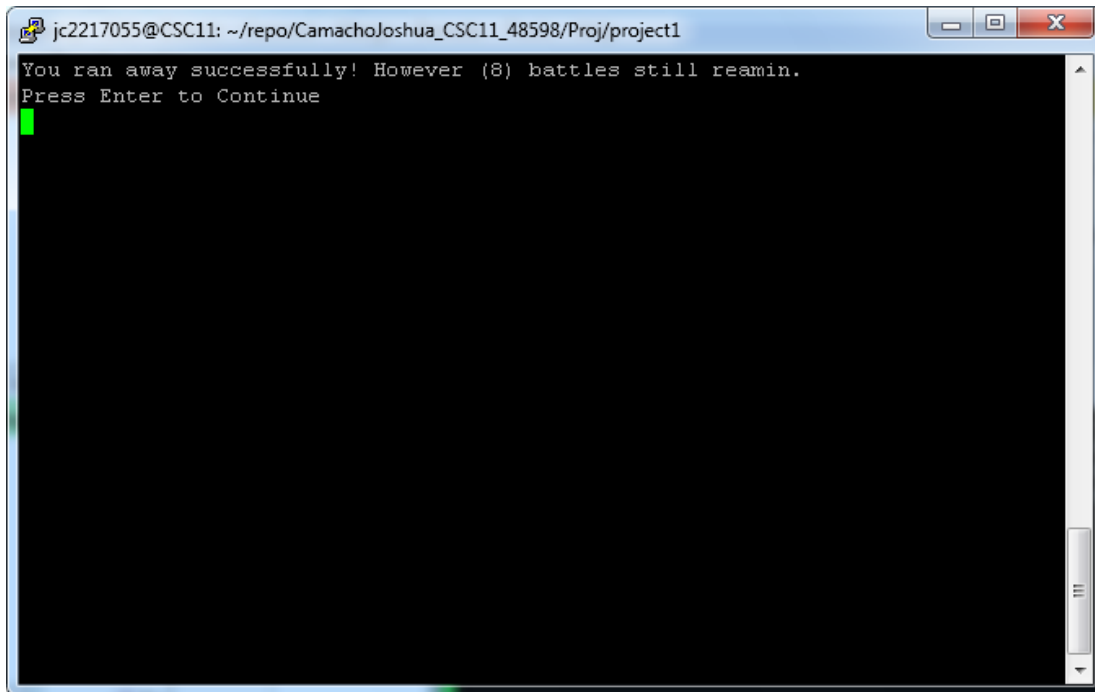

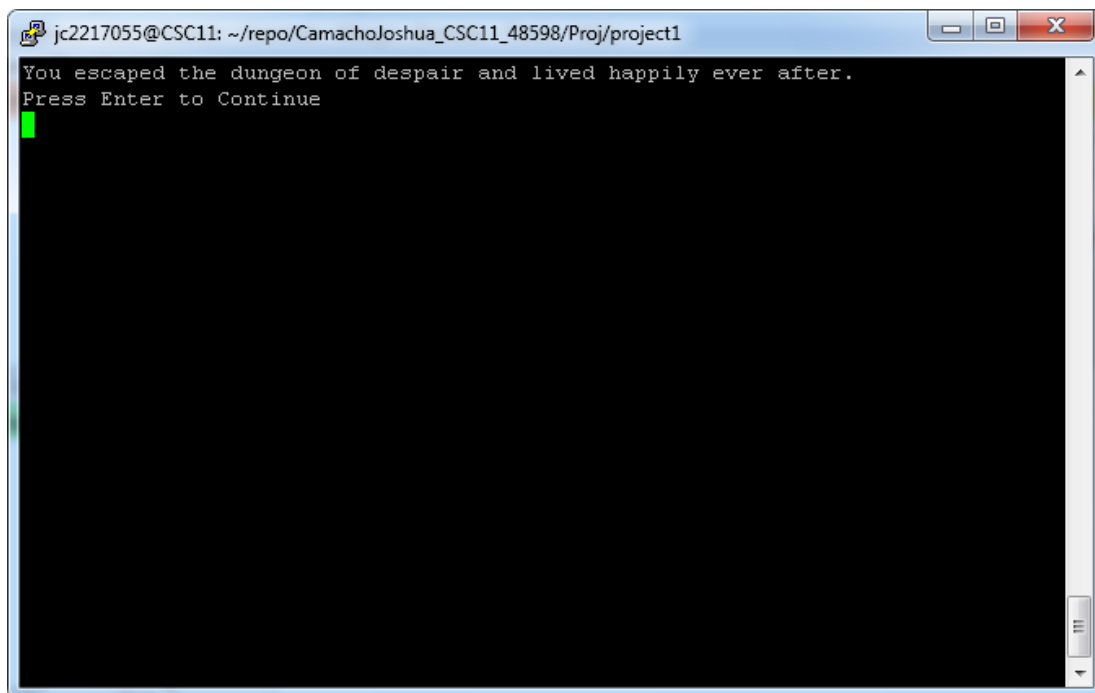The only way to win the game is to defeat 10 monsters in the dungeon

Running allows you to escape more dangerous foes without taking damage, but doing so does not advance your kill count for winning. Also you running away unsuccessfully and taking damage anyway.

You defeat 10 monsters and you win.

Concepts used

.asciz string directive	Line 5 "introtext"
Function	Line 45 "putspacing" function
Push/pop stack calls	Line 29 push{lr} Line 37 pop {lr}
External Function Call	Line 125 bl time
scanf	Line 203
Print f	Line 31
Rand()	Line 63 "randnum" function
ldr	Line 94
mov	Line 107
cmp	Line 83
branching	Line 80
looping	Line 142 "fightrunloop"
sub	Line 168
.word directive	Line 248
shifting	Line 69 divMod.s
Mod	Line 69 disMod.s

Flowchart of Game

Main

Main

push {lr}

Intro

mov r10, #10
mov r9, #100

r9<=0 — True → Died

False

r10>0 — True → wongame

No

mov r0, #100

randnum

mov r0, r1

loadmonster

mov r8, r1
mov r7, r0
mov r6, r2

A

A

mov r0, r7

displayhealth

mov r1, r9
mov r2, r8
ldr r0, address_of_fightruntext

ldr r0, address_of_charformat
sub sp, sp, #4
mov r1, sp

r1=102

True

rollfight

r0>r8

True

wonfight