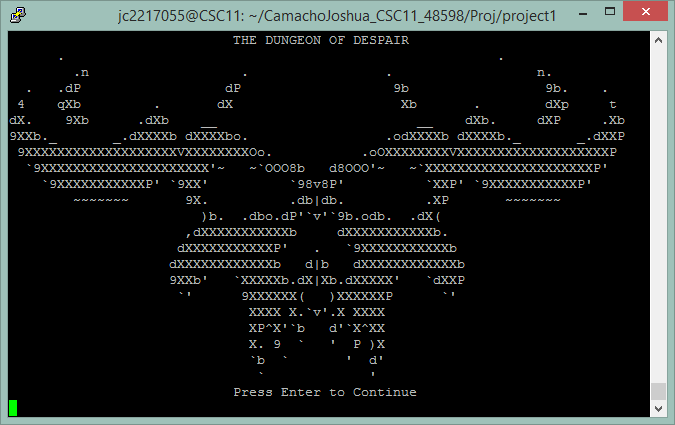
Project 2

The Dungeon of Despair



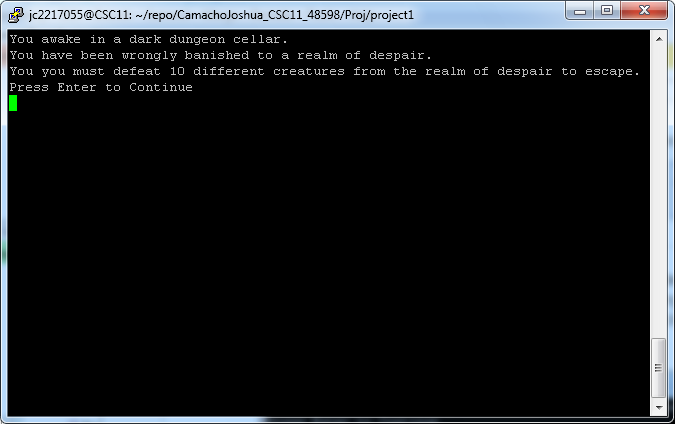
CSC-11

Joshua Camacho

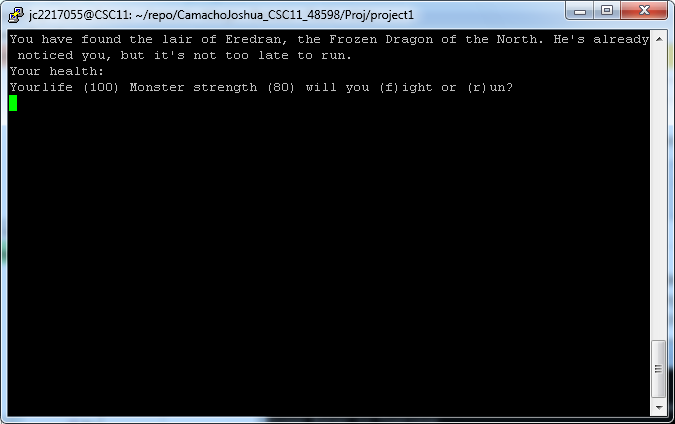
Date: 12/08/14

The Game:

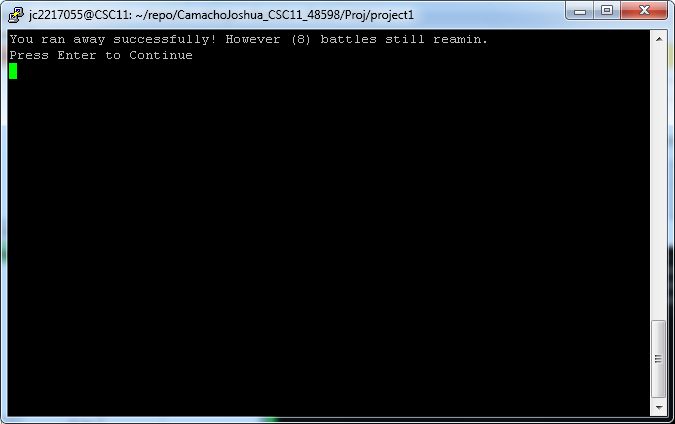
The Dungeon of Despair is a game where you fight monsters picked randomly from a pool of different monsters. Each monster has its own strength and the user gets the option to either roll against the monster’s strength or to pick static odds and run.



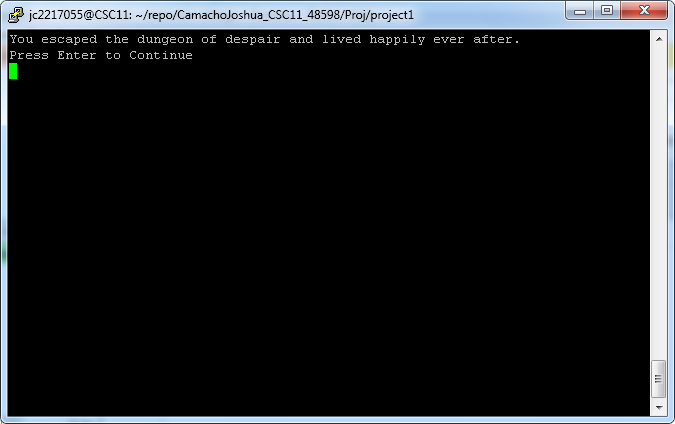
The only way to win the game is to defeat 10 monsters in the dungeon



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.

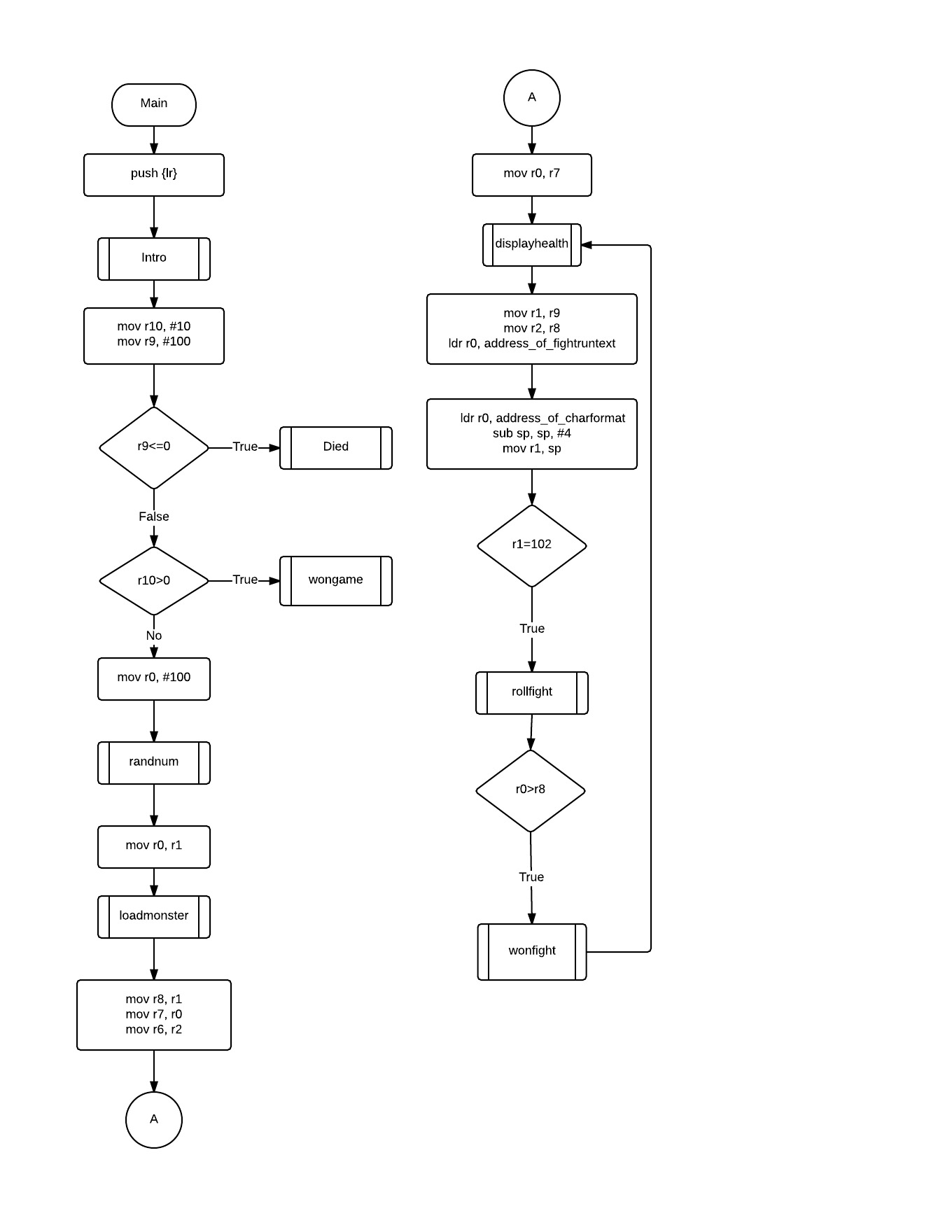


You defeat 10 monsters and you win.



**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**