

# Assembly Project: Dr Mario

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## 1 Instruction and Summary

1. 8 features were completed:

- Implement gravity, so that each second that passes will automatically move the capsule down one row
- Speed of gravity increase gradually over time, or after the player completes a certain number of rows.
- Included sound effects for different conditions like rotating and dropping capsules, removing a row of squares, for beating a level and the game over condition.
- If the player presses the keyboard key p, display a "Paused" message on screen until they press p a second time, at which point the original game will resume
- Display a preview of the next 4-5 capsules, and have this preview update with each new capsule
- Draw Dr. Mario and the viruses on the side panels, and have each virus image disappear as the viruses of that colour are eliminated from the playing field

2. How to view the game:

- Unit width in pixels: 1
- Unit height in pixels: 1
- Display width in pixels: 32
- Display height in pixels: 32
- base Address for Display: 0x10008000

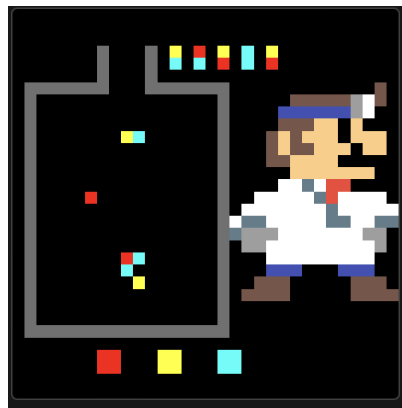


Figure 1: caption

3. Game Summary:

- A,D to move left right
- S to move down
- W to rotate current pill