



Microprocessor project

Pixel Shooter

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Game Name: Pixel Shooter

Game Description:

A Multiplayer Shooting game. The purpose of the game is to either kill the enemy, or to survive with more health than the enemy before time ends (60 seconds). The health bar of each player is at the top right and left corners of the screen. At the top center, the timer is shown. Each player shoots red bullets, which are relatively faster than the player's movement. If the bullet hits the enemy player, his health decreases (1 rectangle from the health bar is removed).

It's divided into 2 areas, each player can move freely across his area. However, he cannot pass the Trench, or walk through the obstacles.

Obstacles can be destroyed by shooting at them several times. Obstacles have their own health that decreases by each hit.

Game Controls:

1st player (on the left side):

<i>Key</i>	<i>Process</i>
<i>W</i>	<i>Move up</i>
<i>A</i>	<i>Move left</i>
<i>S</i>	<i>Move Down</i>
<i>D</i>	<i>Move Right</i>
<i>Q</i>	<i>Shoot</i>

2nd player (on the right side):

<i>Key</i>	<i>Process</i>
↑	<i>Move Up</i>
←	<i>Move Left</i>
↓	<i>Move Down</i>
→	<i>Move Right</i>
/	<i>Shoot</i>

Notes:

- *players shouldn't stay pressing two buttons together (only one button at a time)*
- *player cannot shoot while being on a distance less than or equal to the bullet width from an obstacle*

How to Start it:

We included 2 files:

- *A macro file (pixel.inc) should be put in the (inc) folder of the emulator*
- *The full code (project.asm) put it anywhere and direct to it*

It's opened using (Dosbox)

- 1. Open the Asm file using the emulator*
- 2. Press on compile and save the (.exe) file in the folder that (Dosbox) operates on*
- 3. Open (Dosbox) and increase the frequency to be more than 25000 using (ctrl+f12)*
- 4. Write project.exe in the command line of (Dosbox) and start the game*

