Writing a Snake game

in AQA Assembly Language

TEACHER’S GUIDE

Worksheet authored by Richard Pawson, Stowe School

[Creative Commons License](https://creativecommons.org/licenses/by-sa/4.0/)  
This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/).

# Introduction

# Story 3

## Complete code after Story 3

defineRegisters:

mov r1,#0x008844 //Snake colour (green)

mov r2,#0xffffff //Background colour (white)

mov r3, #271 //Tail position, initialised

mov r4, #272 //Head position, initialised

drawSnake:

str r1,[r3+256] //Tail

str r1,[r4+256] //Head

moveSnake:

str r2,[r3+256] //Reset tail to Background

add r3,r3,#1 //Increment the tail pointer by 1

add r4,r4,#1 //Increment the head pointer by 1

str r1,[r4+256] //Draw new head

b moveSnake //Loop