Writing a Snake game

in AQA Assembly Language

TEACHER’S GUIDE

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# 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

# Story 4:

## Complete code after Story 4

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

mov r5, #520 //Apple position

mov r6, #0xff8800 //Apple colour

drawSnake:

str r1,[r3+256] //Tail

str r1,[r4+256] //Head

moveSnake:

str r6,[r5+256] //Draw Apple each cycle, in case it is on snake

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

# Story 5

## Complete code after Story 5

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

mov r5, #520 //Apple position

mov r6, #0xff8800 //Apple colour

drawSnake:

str r1,[r3+256] //Tail

str r1,[r4+256] //Head

moveSnake:

str r6,[r5+256] //Draw Apple each cycle, in case it is on snake

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

cmp r4,r5 //If the head is in same location as apple...

beq moveHead //...Skip updating the tail, to make snake grow

moveTail:

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

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

moveHead:

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

## b moveSnake //Loop

# Story 6

Note: At the end of this story the code should be reverted to its state at the end of Story 5.

# Story 7

## Complete code after Story 7

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

mov r5, #520 //Apple position

mov r6, #0xff8800 //Apple colour

mov r7, #body //Pointer front of queue, initialised to first data loc

add r8,r7,#1 //Pointer to head address in body data (1 after tail)

InitialisePointers:

str r3, [r7] //r4 points to the tail address

str r4, [r8] //r3 points to the head address

drawSnake:

str r1,[r3+256] //Tail

str r1,[r4+256] //Head

moveSnake:

str r6,[r5+256] //Draw Apple each cycle, in case it is on snake

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

cmp r4,r5 //If the head is in same location as apple...

beq moveHead //...Skip updating the tail, to make snake grow

moveTail:

ldr r0, [r7]

str r2,[r0+256] //Reset tail to Background

add r7,r7,#1 //Increment the tail pointer (for use next cycle)

moveHead:

add r8,r8,#1 //Increment the head pointer

str r4, [r8] //Store the new head location in data

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

b moveSnake //Loop

body: dat 0 //Initial front of queue (screen address for tail)

# Story 8

## Complete code after Story 8

# Story 7

## Complete code after Story 7

# Story 7

## Complete code after Story 7

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