

Abstract:

The aim of this project is to demonstrate some interesting and useful approaches for writing program in the assembly language. In order to demonstrate the possibilities of the assembly language, a project called "Balloon Shooting Game" was created. This project is written in assembly language and it presents few interesting algorithms. Assembly language, which issued for designing the game is x86 Assembly language, which produces object code for the x86 class of processors. As a working environment is 8086, because it gives the useful tools for debugging and testing of the created software (game).

Characters:

- Balloon shooter
We created shooter which shot the balloon when we press space key it will eject an arrow.
- Arrow
Arrow eject by shooter which work as a bullet.
- Balloon
We have a balloon which going from downward to upward. When one balloon is hide the next balloon going upward.
- Working :

Keys:

Enter: for starting game press Enter.

Upward: moving shooter upward press upward key.

Downward: moving shooter downward press downward key.

Space: for firing press space key to fire on balloon.

Functionalities:

After press Enter game will be start 1 balloon comes from downward and by pressing upper key and down key you can move shooter upward and downward and by pressing space key it will fire.

When you click on space key it will fire if bullet hit the balloon so balloon will be hide and increment in hits. And if balloon miss by bullet then increment in miss.

If we miss 9 balloon the game will be finish and we lose.

END

