



PROJECT REPORT
Building a Simple Tetris in
Assembly Language

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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Building a Simple Tetris in Assembly Language

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STATEMENT OF ORIGINALITY

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Semarang, January 21th 2014



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ABSTRACT

Tetris is a simple game that was made in early 80s, more accurately in 1984, by Alexey Pajitnov. The game was popular and created in multiple platforms such as gamebots, PC, and many others. I am interested in building a simple tetris in assembly language. This project is a simple tetris built in assembly language, first the tetras (the game piece) to draw these tetras and the game board i used a function based on tetris' board by meredith myers to display string in a particular position using address manipulation. the tetras will move downward and fill the board, the tetras' will be cleared when they formed a line, this is done by using looping function to move the tetras downward and replacing values in address to clear the line. And a simple scoring function using "inc" placed on the clear line loop.

FOREWORD

First of all, i thank God as I can complete this project titled:

Build Simple Tetris in Assembly Language.

In the process of making the program many people supported me, and i would like to thank these people personally:

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