

CHAPTER I

INTRODUCTION

1.1. Background

Today not many people recognize tetris since the game was released a long time ago, that's why i decided to try and create a tetris program using assembly language, despite it's simplistic appearance the game is hard to play and yet fun at the same time and yet harder still to create.

1.2. Scope

This project is a simple tetris game using assembly language as the main programming language and DOS interrupt (21h) to print the scores.

1.3. Objective

The purpose of the project is to make a tetris game that can clear lines and have scoring function, the game will be in executable format using DOS, tetris.exe.