

# סיימון:

שם: דן רוזנברג

נושא: סייבר אסמבלי

בית ספר: תיכון מקיף יהוד.

מדריך למשתמש:

המדריך למשתמש מוצג בפתיחת המשחק והוא:

זכור את הסדר של הריבועים הלבנים ולאחר מכן עקוב  
אחרי הסדר בעזרת המקש השמאלי של העכבר.

תקציר:

המשחק הוא סיימון השחקן צריך לזכור רצף של צבעים  
וצלילים שכל הזמן נהיה גדול יותר.

How to start the game:

In order to open the game we need the dosbox and write in it:

Mount c: c:\tasm (enter)

C: (enter)

Tasm proj (enter)

Proj (enter).

When you write those the instruction will show up. To continue click on something.

After you click something the order of the colors start to run and you need to remember and when it finishes follow the order with the left mouse button.

If you got through the first lvl it will write lvl 2 and continue to the next stage.

Try to finish the game at lvl 15 😊.

Procdure guide:

Print instructions:

print the instruction of the game

Openshowbmp:

open the bit map.

Close bmp file:

closing the bit map file

Read bmp header:

read 54 bytes from the header.

Read bmp pallete:

loading the pallete.

Copy bmp pallet:

copy the next color from the pallete.

Show bmp:

show the image on the screen.

HideM:

hiding the moues.

ShowM:

get back the mouse.

Take the tik:

taking the system clock tick.

Wait 50 sec:

delay the program in 0.5 sec.

Iteration:

that procdure is all the game loop.

Check if the player clicked the right color:

checking if the player clicked if he did check if he clicked on the right color if he did show image accordingly.

Define click:

that procdure is called by " Check if the player clicked the right color". That procdure check if the player clicked the right color.

Wait for mouse up: waiting the user to click the mouse.

Start sound: make sound accordingly to the color clicked.

Stop sound: stop the sound after 0.5 sec.

