

# Assembly Language

## Project

**Due: Oral Exam.**

Note: Individual task.

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Slow Snack is a simple console game written in C language ([Download here](#)). The Game suffers from poor performance and a flicker interface. You are asked to write a report including the following steps:

1. Profile the game and report the hotspots.
2. Use assembly language to optimize the game performance.
3. Profile the game after optimization and compare the results with the old performance.

**Report requirements :**

1. Length: 3 to 10 pages.
2. Font: 14 Calibri
3. Line space: 1.15
4. References: you must include and edit your references using Mendely software.  
Mendely: <https://www.mendeley.com>

**Notes:**

1. You are free to provide more features and modifications to the game.
2. To write a good report in easy steps, refer to the following tutorial  
<https://youtu.be/Z6NE37Us37U?t=52s>
3. For more help about Optimization, refer to the following link:  
<http://www.agner.org/optimize/>