<div align="center">

CS 91S: Games Systems

Assignment 4: Stella

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DUE February 10th at 11:59 PM

In this lab we will practice using `stella`, and some other CLI tools, to understand (and change) how an Atari 2600 game works. Once you complete the activities below, work on your hack (or remake) project.

1 Using the Stella Debugger

Follow along the Battlezone tutorial and complete the 16 steps.

1.1 Demo

Once you have completed the tutorial, call me over to show me.

2 Using dasm

Use `dasm` to assemble the 10-Print source. And then `stella` to run the binary. You'll need to grab a few files from `dasm` as well to get Bogost's code to assemble.

```
$ wget https://raw.githubusercontent.com/dasm-assembler/dasm/master/machines/atari2600/macro.h
$ wget https://raw.githubusercontent.com/dasm-assembler/dasm/master/machines/atari2600/vcs.h
$ dasm 10Print-scrolling.asm -f3 -v5 -oout.bin
$ stella out.bin
```

NOTE: You can also use 8bitworkshop to assemble the code and emulate the binary in the browser.

3 Using distella

Use `distella` to disassemble the the binaries provided by Bogost.

```
$ distella -pas 10Print-scrolling.bin > 10print.s
```

NOTE: You can also use `stella` to disassemble, in the prompt type `saveDis` and save the ROM using `saveROM`.

3.1 Reflection

Write a few sentences on how diassembled code compares with the source code provided. Do they both run the same way within stella? How are the two assembly listings different?

4 Progress Report

Write a few sentences about where you are on your two projects. If it's worth me looking at your project repos for code, etc. and provide you with you some feedback, then also indicate that.

4.1 HACK

4.2 REMAKE