

Anschuetz High Score / Game Lister (1985) – Anschuetz/Weisgerber/Anschuetz

Game Play

This high-score database program was created to keep track of the A/W/A Team's game disks (called Treasure Chests, numbered from 1-76) and their high scores. The program allows the user to retrieve a specific game's high-score, view a listing of all of the games, add a new game to the list, edit an individual high-score, and view a list of the contents of the Treasure Chest game disks. The option to show a listing of the high-scores includes an option to alphabetize the list.

Recollections

Microsoft Access and Excel didn't exist in the 1980's, so the A/W/A Team wrote their own database program and accompanying file format to keep track of all of their game disks and high-score data. The program is relatively straight-forward and is mostly disk read/write routines to store the data. The routine to alphabetize the game list is actually an assembly language sort routine. The A/W/A Team found this sort routine in a magazine listing and used it in the program. The methods used in writing database information to the disk drive was used as a foundation for the EMU Athletic Director's database program. Eric and Robert encouraged all of their friends and relatives to have at least one entry in the high-score database. They would often find an obscure game and then encourage a friend to play it to be immortalized in the high-score database. Prophetically, 35 years later, these same initials can be found throughout the high-score listings, many of which the A/W/A Team is now unable to remember who they belonged to!