Individual Summary

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For our final project, we made a tic tac toe game for the console window using assembly. To do this project, we used the book written by Irvine to help guide our syntax, while also using slides to make sure we were on the right track. This project helped clarify the concept of if statements and conditional jumps, which were necessary in the implementation of a functional tic tac toe game. However, while the stuff we learned in class was helpful, we needed to know about two-dimensional arrays to complete this project. Two-dimensional arrays were not super difficult to understand, they are just arrays split up into different sections, but we had to familiarize ourselves with how to make one and access the elements of it. The thing that surprised me the most about this project was how much better I have gotten at assembly, even within the last two weeks. While there has not been much to do outside of the final, I have noticed significant improvements in how I am able to think through problems using this language. If we were able to continue this project, I think it would be pretty cool to implement an “ultimate” tic tac toe game, where there is a 3x3 grid of boards and to get a point on the large board you must win a smaller board. If we were to go beyond that, I would like to have a few different “modes” to play, where you can play tic tac toe but with a twist specific to each mode. Overall, I thought this project was a fantastic learning experience and that it was a great challenge to allow us to improve our skills using the assembly language. Along with that, it has helped me learn how to think through problems in higher level languages because I am more familiar with how the computer works.