

Assembly Language programming Project

Project Title: - "XO game"

Description: - Your program has to build a 2 players XO game that takes input from keys and present the game in the dot matrix.

Details: -

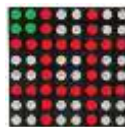
- When program starts the **dot matrix** should have **9 cells**.
- The input screen **prompts** the **first** player to enter the **cell number** he wants to play in (From **1 to 9**)
- The **second** player will then choose also a **cell** to play in.
- **Player one** cells are **Green** while **player two** cells are **Red**.
- The game **goes** on till one player **wins**. When a player **wins** the inputs screen should **output** that **winner**.
- **Bonus:** Make an AI to play with you.

Example:

The input screen:

Player one, Enter cell number: **1**

The dot matrix:



The input screen:

Player one, Enter cell number: **9**

The dot matrix:



You will submit:-

- A complete flow chart for your program
- Procedures description that contains
 - Task accomplished by the procedure
 - List of input parameters and their usage
 - Description of any value calculated/returned by the procedure
 - Preconditions that must be satisfied before the procedure is called