13th July 2021

**ASSEMBLY LANGUAGE PROJECT**

**GROUP 6B**

**PROJECT/ASSIGNMENT**

* Number guessing game

**MODUS OPERANDI**

1. Once the program starts, the user/player will be asked to input a number which falls within a particular range.
2. The whole point of the game is to try and guess the number that the computer picks within said range.
3. Each user has only three chances to guess the right number.
4. A correct answer will result in a congratulatory message being printed out but message telling the user to try again will be printed out after a wrong guess.
5. As stated earlier, each user has three chances only and so after three failed attempts, the program stops asking the user to try again and prints out a message to let the user know that he or she has no more attempts left (Game Over).

**ALGORITHM**

**START**

**WHILE** tries < 3

Ask for input

Accept the input and compare it with stored value

**IF** accepted input is equal to stored input **THEN**

**PRINT** Success Message

Break

**ELSE**

**PRINT** Try Again Message

Tries ++

**END WHILE**

**PRINT** “Tries Exceeded”

**STOP**

**GROUP MEMBERS**

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