



National University

of Computer & Emerging Sciences

COAL Project 2022: Report

Mind-Reader Word Game

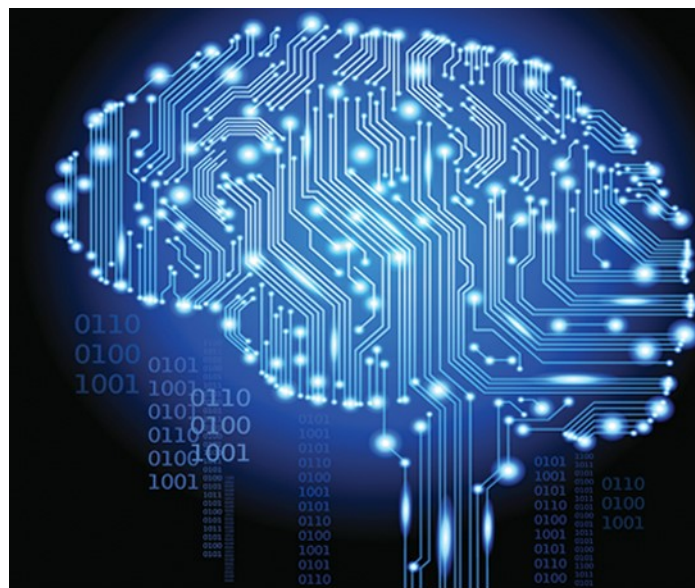
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1 Introduction to the Project

We have made a game which guesses a random word that the user thinks of. The user will be asked to input the length of the word and input column numbers of a given grid of the alphabet twice. The second grid is based upon the input data of the user in the first grid. The program will store the alphabets in a string and then will give output on the screen.

2 Tools and Technologies Used

1. Irvine Library
2. Marcos Library
3. Visual Studio IDE
4. Assembler

3 Programming Concepts Used

1. Strings
2. Jumps
3. Labels
4. Loops
5. Array
6. Prompts
7. Filing
8. Comparison
9. Registers
10. Built-in Functions

4 Results

```
Hello, Welcome to our Mind-Reading Game!!.....: 🟡
```

```
----- Please think of any word, as per your choice! -----
```

```
Step 01 :
```

```
=====
```

```
Table 01 :
```

1	2	3	4	5
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y
Z				

```
How many letters are there in your word? Answer: 4
```

----- Please think of any word, as per your choice! -----

Step 02 :

=====

Table 02 :

1	2	3	4	5	6
D	I	N	S	X	
E	J	O	T	Y	
A	F	K	P	U	Z
C	H	M	R	W	

Input the Column Number of Letter # 1 :

Woohoo!! We guessed it right, your word Is = STAR

5 Conclusion

This game guesses the assumption of the word made by the user in two simple steps. It is a simple yet interesting game built upon concepts and function of programming in assembly language.

6 Code Link

This is the link to our code and video demonstration: [Click Here!!](#)

Or:

Copy and open this link to access the repository containing the project code file.

<https://github.com/Anmol-Zehrah/COAL-Project>

7 Future Work

We plan to add more features to this game and enable users to assume guess sentences as well. Or we can use this implementation in another project for the purpose of deriving results through mutual or inter-sectional data.

8 References

<https://youtu.be/j0arNtaLNDc>

<https://youtu.be/nQ5lx3YKqWc>

https://www.researchgate.net/publication/331812961_using_Assembly_Language_for_Creating_Games

<https://spectrum.ieee.org/three-computer-games-that-make-assembly-language-fun>