**Project Report**

a) A description of the program: This program is Tic-Tac-Toe game. It displays the game board, prompts the user to choose whether they want to play as "X" or "O", and alternates between the user and computer moves until one of them wins or the game ends in a tie.

b) We faced challenges regarding the execution of the program, but we managed to overcome them by seeking assistance from the CSMC and following their guide, which helped us complete the task successfully.

c) This project has allowed me to gain more knowledge and experience in working with MIPS and collaborating effectively in a team.

d) The algorithms and techniques used in the program are display the empty game board, prompt the user for the character they want, and checking for winner or a tie.

e) Contribution of team member: Each team member made a contribution towards the project. We distributed the tasks among ourselves, with Omar taking charge of designing the board display and delegating tasks to each member. Ethan provided the code for determining the winner, while I contributed by writing the code to check for winning combinations in rows, columns, and diagonals. Everyone done their part perfectly, and we successfully completed the project.