Computer Architecture
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Trivia

I want to focus on learning more about how programs designed with MIPS assembly are organized and created.

For the final project I am going to create a simple game in MIPS assembly. The simple trivia game will have prompts that contain a trivia question and a few possible answers (A, B, C, D). At a minimum the program should have one trivia question that can either be right or wrong and if the user guesses wrong, they lose and if they guess correctly they win. I plan on creating a program with at least five trivia questions, a total score, and lives. The user should be able to guess wrong a total of ***n*** times before losing and their score should increase by one every time they get a question correct.

Deliverables:

Minimum:

At a minimum, my program should have one trivia question that can either be right or wrong. The user either guesses wrong and loses the game or guesses correctly and wins.

Planned:

My program should have at least five trivia questions, a total score, and lives. The user can guess wrong a total of ***n*** times before losing. Their score increases by one every time they get a question correct.

Stretch:

My program should have a simple graphical interface, not just a pop-up window. The user only has a set amount of time to answer each question. Their score depends on how fast they answer the question correctly.

References:

1. http://logos.cs.uic.edu/366/notes/mips%20quick%20tutorial.htm
2. https://dtconfect.wordpress.com/projects/year2/mips-snake-and-primlib/
3. Book from class (I forget title).