User Manual

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Prelude

The Addition Match Game is a simple memory-based game programmed in MIPS assembly language. This game takes place on a 4x4 board with cards having either an expression or its matching value. The cards are hidden until the user selects them. The user can only select two cards at a time. Once all of the matching pairs are found the game is finished.

Setup

Prerequisite
● Install a MIPS assembler and simulator (MARS is recommended)

Requisites
● Download all the files containing the MIPS code
● Open chosen MIPS assembler; once finished open each file in your MIPS assembler
● Ensure that all files are opened in the MIPS assembler
● Once opened, assemble the program to ensure there are no errors.
● Then run the program.

How to use the program

1. Start Program
   a. Load code into assembler
   b. Assemble code
   c. Run code
2. The Board
   a. The board is a 4x4 grid of cards
   b. The hidden cards are shown by "?"
   c. Flipped cards show a value or an expression
3. User Interaction
   a. To flip a card the user inputs the row and column
   b. Only two cards can be selected and shown at a time
   c. Matched cards stay flipped and unmatched cards do not

End of Manual

Enjoy the matching game while you hone your memory and addition skills.