**Project Report**

(Name goes here)

(netID goes here, optional)

Description of the program:

The program is a number pyramid game that will take user input to complete the pyramid. The program is a combination of 9 individual .asm files, as well as an executable that generates 10 possible pyramids the game can choose from. The display is in ASCII format, with input having the player enter where they want to put their number choice as well as the number they wish to input. The labels are from a-z with two extra characters ({ and |) due to running out of letters.

Challenges:

What I learned:

Algorithms and Techniques used:

The program has an array of an unsolved pyramid and the completed pyramid. First the program choses a random file from the pyramids folder and loads all the entries into the array. It then enters a loop that asks the user for a label and a number to enter into the pyramid. If the user enters a correct answer, the number is added to the pyramid and it is checked if it is completed. If it is complete, then a winning song is played, and the program ends. If the user enters an incorrect answer an incorrect tone plays, and a notification is printed.

Peer Evaluation:

Bradley:

Luke:

Matthew:

Zion:

Suggestions: