

KEY POINTS

Section Breakdown

1. Initialization and Main Menu

- Description: The program starts by clearing the screen and displaying a main menu with options for Quick Play, Instructions, Settings, High Scores, and Quit.
- Features:
 - The user can select an option by entering a number.
 - Depending on the input, the program branches to different procedures.
- What Happens: The program waits for user input and calls the corresponding procedure based on the choice.

2. Quick Play Procedure

- Description: This procedure initiates the game by calling three levels in sequence (level1, level2, level3).
- Features:
 - Each level presents a word-guessing challenge.
 - The screen is cleared after each level.
- What Happens: The player goes through levels one by one until all levels are completed.

3. Setting Procedure

- Description: This procedure allows the user to change the text color of the console output.
- Features:
 - The user can choose from multiple colors.
 - Input validation is performed to ensure valid choices.
- What Happens: The selected color is applied to the text output.

4. Level Procedures (level1, level2, level3)

- Description: Each level has a similar structure where the user is prompted to enter a word.
- Features:
 - Each level has its own set of words to guess from.
 - Users have a limited number of lives and score points for correct guesses.

- The game ends if lives reach zero or if the score threshold for that level is reached.
 - What Happens: The player inputs a word, and the program checks it against a predefined list. If correct, the score increases; if incorrect, lives decrease.
5. File Handling Procedures
- Description: Procedures for reading from and writing to files (e.g., high scores, instructions).
 - Features:
 - The program can read instructions from a file and display them.
 - High scores can be written to a file.
 - What Happens: The program opens, reads, or writes to files as necessary, handling errors if files cannot be accessed.
6. Instruction Procedure
- Description: Displays the game instructions to the user.
 - Features:
 - Reads instructions from a text file and displays them.
 - What Happens: The instructions are shown on the screen, guiding the user on how to play.
7. Error Handling
- Description: The program includes checks for file handling errors and invalid user inputs.
 - Features:
 - Displays error messages when files cannot be opened or created.
 - Validates user input for menu selections and level inputs.
 - What Happens: If an error occurs, the user is informed, and the program may prompt for input again.

Summary of Features

- Interactive Gameplay: Players can choose to play, view instructions, change settings, or check high scores.
- Word Guessing Mechanism: Players guess words based on predefined lists, with scoring and lives.
- File Operations: The game can read instructions and write high scores to files.
- User Input Validation: Ensures that users enter valid choices for menu options and guesses.

Conclusion

This assembly language program implements a basic word-guessing game with multiple levels and features. Each section is designed to facilitate a smooth user experience, from starting the game to changing settings and viewing instructions. The game logic is structured to provide feedback to the player based on their inputs and maintain the flow of gameplay.