Final Project:

Western Hangman:

User Guide

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**Summary**

My final project involves recreating and reskinning the game of Hangman. I call my version Western Hangman. The first event in Western Hangman is that the game will display “WELCOME TO WESTERN HANGMAN” and then the game will display the whole setting on the bitmap display. This setting consists of drawing the sun, stage for hanging the man, the land, and letter boxes. Afterwards, the game will play a song to introduce the game and will display an introduction for the game. Then, the program will pull a random word from an external file to use as the word that the user needs to guess to win. The user will guess a single letter of the word and the program will check to see if the guessed letter is in the selected word. If the guessed letter is not in the word, the game will add a body part to the noose. If it is in the word, then the game will add it to the displayed word that contains only every correctly guessed letter in their proper locations. If every body part is added to the noose, then the game will display a lose message and the game will end. If every letter is guessed correctly before this, then the game will display a win message and the game will end. What separates this game from a typical hangman game is that the game has a Western theme. The music played is from a classic Spaghetti Western, The Good The Bad and The Ugly and the bitmap display shows a Western setup.

**Mars Configuration Details**

The only tool that needs configured is the bitmap display. The unit width and unit height must be both set to 1. The display width in pixels must be set to 512. The display height in pixels must be set to 256. Lastly, the base address for display must be set to 0x10040000 (heap). In order to apply this to the MIPS Assembly program, select Connect to MIPS.A screenshot of a cell phone

Description automatically generated

**User Section**

For this entire project, the user only needs to worry about entering a guess that the program will check with the randomly selected word. They will continue to enter guesses until they either guess each letter correctly and win or guess enough incorrect letters to lose the game. At most, the user can enter six incorrect letters before losing. At most, the user can enter five correct letters before winning. The user can also only use upper case letters for guesses. These are the only rules that govern the user’s involvement with the program.