

MindReader Game Manual

Team: The Magicians

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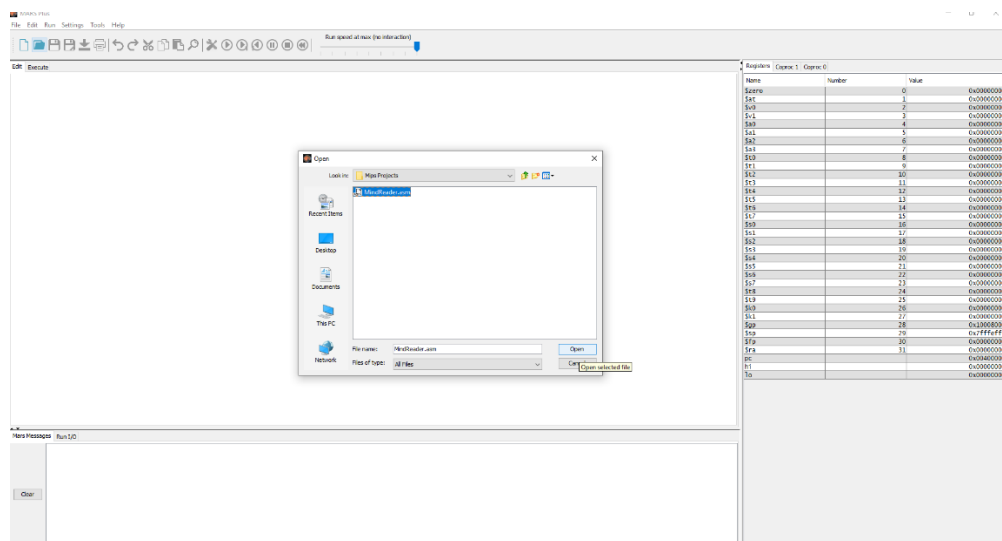
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1. Goal of the game

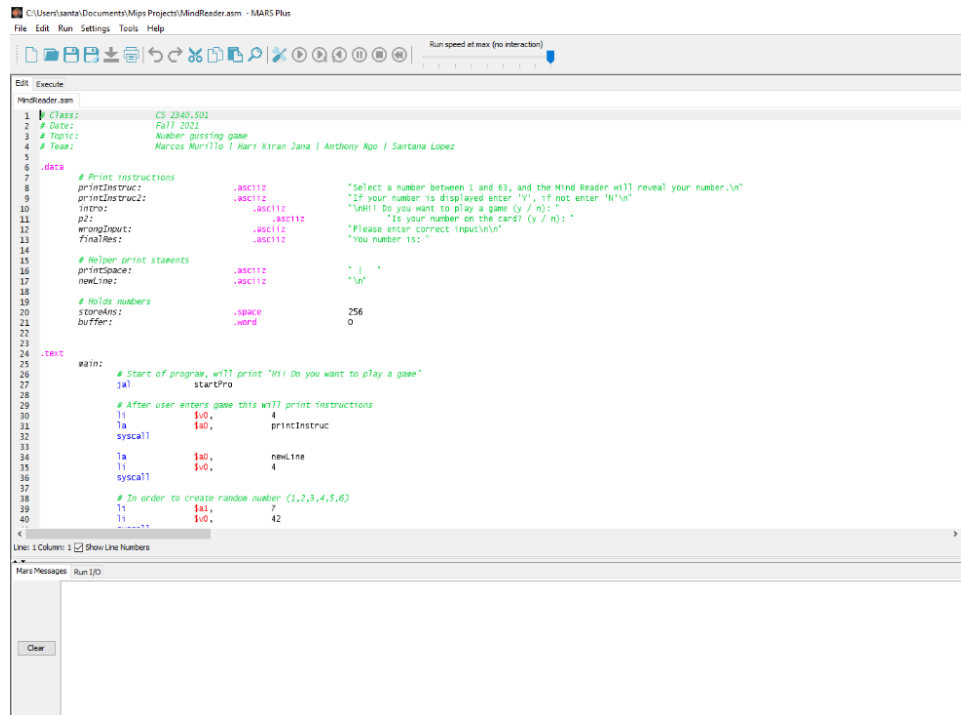
The goal for this game is to test the program to see if it can read the users number that they have chosen. It will ask to choose a number through 1-63. There will be 6 random cards, it will ask you to input 'Y' if you use your number in the card or input 'N' if you don't see the number on each of these cards. At the end, the game should've guessed the number you had chosen.

2. Open the Mind Reader Game

After opening Mars, go to MindReader.asm and open the file in the folder of your choice where you downloaded it



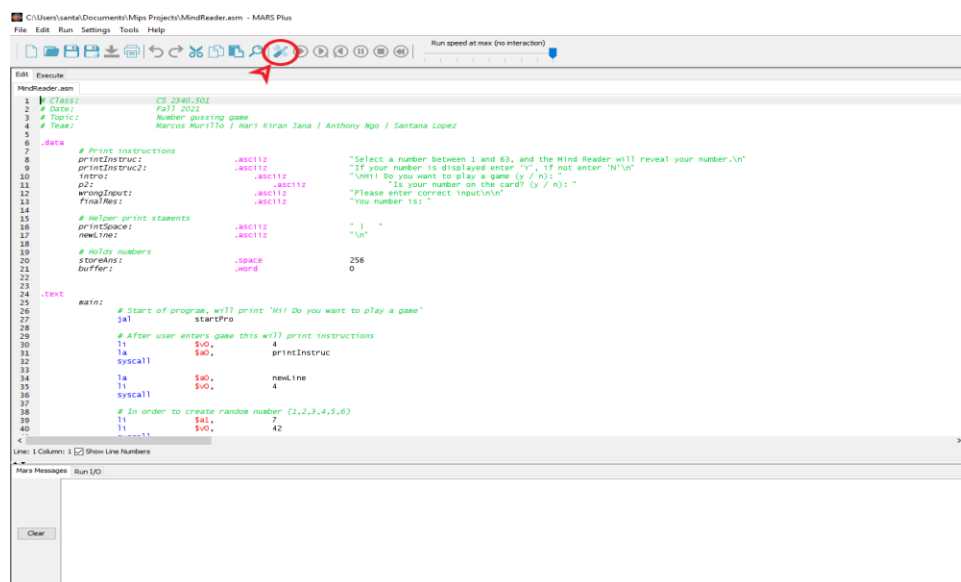
Once the user opens the code, the file should look like this



```
1 # Class: CS 2340-502
2 # Date: Fall 2021
3 # Topic: Number guessing game
4 # Team: Marcos Murillo / Hari Kiran Jana / Anthony Ngo / Santana Lopez
5
6 .data
7 # Print instructions
8 printInstruc: .asciiz "Select a number between 1 and 63, and the Mind Reader will reveal your number.\n"
9 printInstruc2: .asciiz "If your number is displayed enter 'Y', if not enter 'N'\n"
10 intro: .asciiz "\nHi! Do you want to play a game (y / n): "
11 p2: .asciiz "Is your number on the card? (y / n): "
12 wrongInput: .asciiz "Please enter correct input!\n"
13 finalRes: .asciiz "You number is: "
14
15 # Helper print statements
16 printSpace: .asciiz " | "
17 newLine: .asciiz "\n"
18
19 # Holds numbers
20 storeAns: .space 256
21 buffer: .word 0
22
23
24 .text
25
26 main: # Start of program, will print 'Hi! Do you want to play a game'
27 jal startPro
28
29 # After user enters game this will print instructions
30 li $v0, 4
31 la $a0, printInstruc
32 syscall
33
34 li $v0, 4
35 la $a0, newLine
36 syscall
37
38 # In order to create random number (1,2,3,4,5,6)
39 li $a1, 7
40 li $v0, 42
41 syscall
42
```

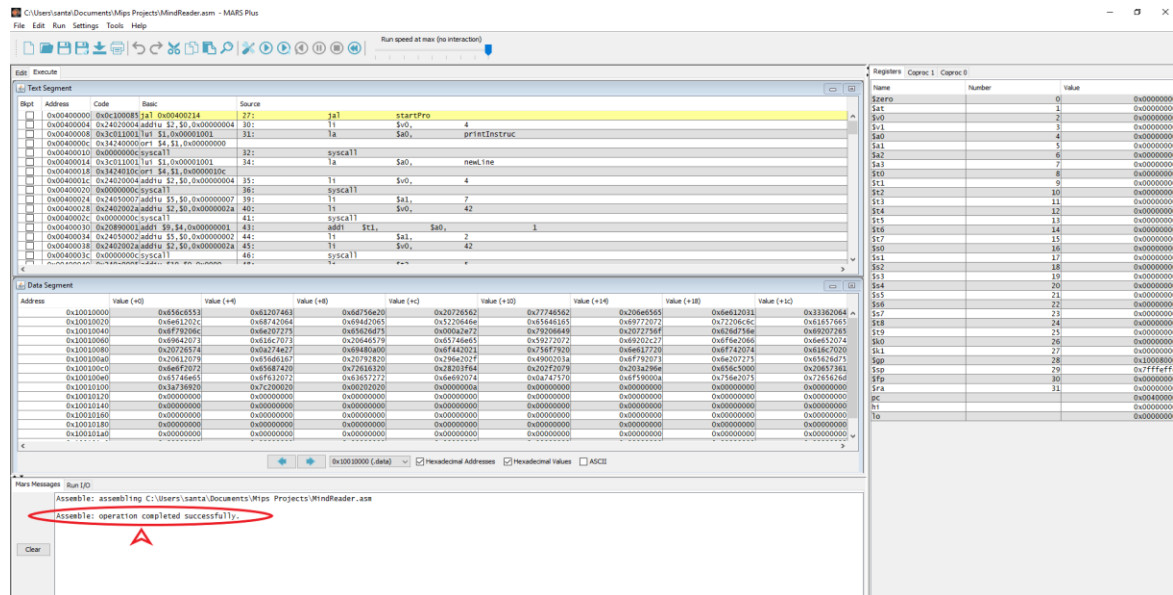
3. How to start the Mind Reader game

The user should then assemble the code to run the program.



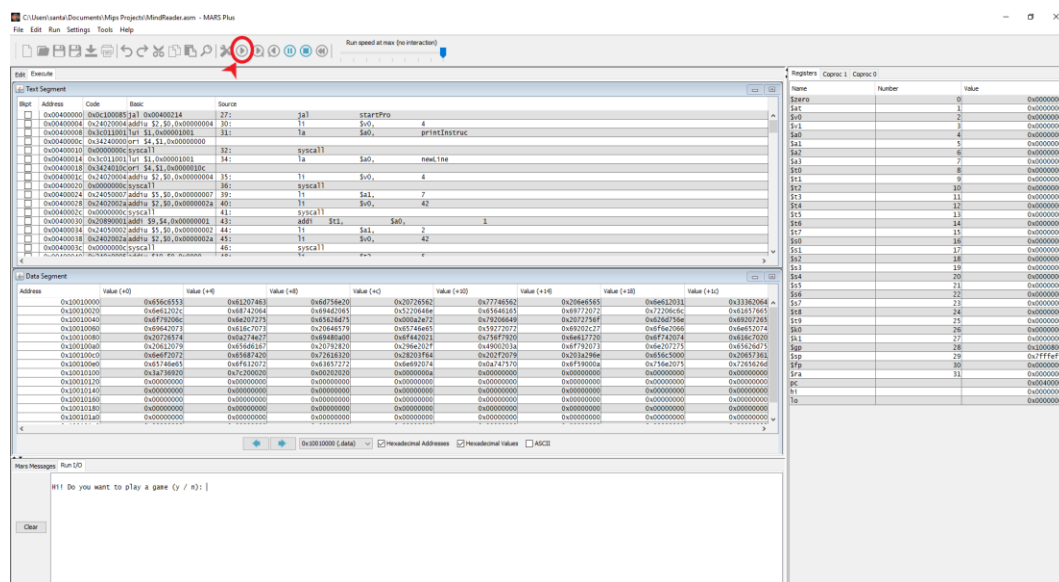
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38 # In order to create random number (1,2,3,4,5,6)
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40 li $v0, 42
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42
```

The user should get a message that says “Assemble: operation completed successfully.”



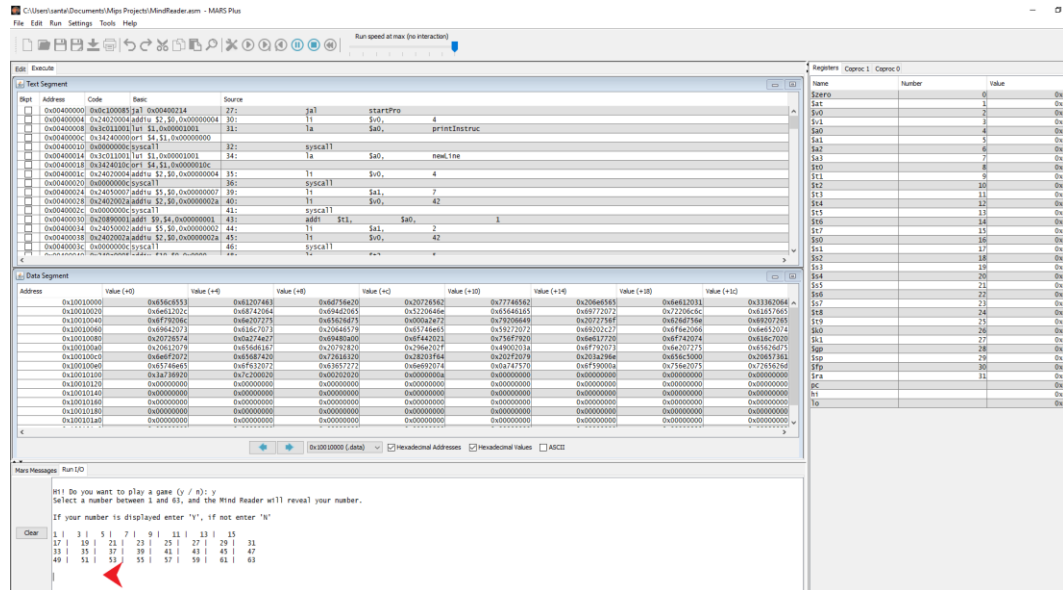
4. Playing the Mind reader Game

To play press the run program next to the assemble button and begin playing, the game will ask the user if they would like to play a game (y / n):



5. Getting Results

After inputting 'y', the game will ask the user to choose a number from 1-63, there will be a total of six cards, if you see your number in the card, type 'Y' if see it, type 'N' if you don't see (case-sensitive)).



6. Ending the game

Once the user completes playing the game, the number the user chooses will show up in the end, after the program prompts the user to play again, the user should type 'y' if they were to continue or end the game the user should type 'n'.

