**User Manual for the Tic-Tac-Toe Game in MIPS Assembly Language**

**Introduction:**

This user manual provides instructions on how to run and play the Tic-Tac-Toe game implemented in MIPS assembly language. The game is designed for a human player to play against the computer. The game continues until one of the players (i.e human or computer) wins or the game reaches a draw.

**How to run the program:**

To run the program, follow these steps:

a. Ensure that you have a MIPS simulator installed on your computer, such as Mars (MIPS Assembler and Runtime Simulator). If not, download it from http://courses.missouristate.edu/kenvollmar/mars/ and install it.

b. After installing the MIPS simulator. Download the game file (“tictactoe.asm”) on your computer .

c. Open Mars and load the "tictactoe.asm" file by clicking on "File" > "Open" and selecting the file.

d. Assemble the program by clicking on "Assemble" (the wrench icon) or pressing F3.

e. Run the program by clicking on "Execute" (the play icon) or pressing F5.

**How to play the game:**

To play the game, follow these steps:

a. Start the Program.

b. After starting the program, the game will display the Tic-Tac-Toe board and inform you (the human player) of your designated symbol.

c. The game will then prompt you to enter your move by selecting a number corresponding to the cell where you want the symbol placed.

d. After entering a valid move, the game will update the board and display it.

e. The computer player will then make its move, and the updated board will be displayed again.

f. The game continues to alternate turns between you and the computer until there is a winner or the game reaches a draw.

g. The game will display the result (win, lose, or draw) and prompt you to play again. If you do not want to continue playing, follow the on-screen instructions.

Enjoy the game!!