

# PLAGIARISM SCAN REPORT

Report Generation Date: [December 20,2021](#)

Words: [221](#)

Characters: [1657](#)

Excluded URL :

**0%**

Plagiarism

**100%**

Unique

**0**

Plagiarized Sentences

**13**

Unique Sentences

## Content Checked for Plagiarism

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### INTRODUCTION:

Implementing assembly language to make, childhood classic, hangman on a console based platform. The player has to guess the word before his/her lives run out and then loses the game.

### LITERATURE REVIEW:

It is a very famous game, and we took inspiration from different string operations and tried to implement them in our game. Moreover, we also decided to use different animations to make the game more appealing and interesting.

### PROBLEM DEFINITION:

Our program takes character inputs as guesses for the word needed to be guessed.

### METHODOLOGY/SOLUTION STATEMENT:

The program will compare the input character with the word string. If any letters match it will output the letters onto the user's guess.

### DETAILED DESIGN AND ARCHITECTURE:

main PROC //All The Main Part

find\_str PROC //Finds The String In The Word List

make\_array\_dash PROC //Makes The dashes for the word to be guessed

make\_array\_guess\_letter PROC //Makes The dashes with our guessed character

print\_hangman\_live PROC //Printing/Animating The Current Status Of Hangman

### CONCLUSION, COST AND FUTURE WORK:

We were able to achieve our core goal of our project which was to learn the basic fundamentals of game development and create a soothing and engaging game for the user using a low level language.

#### REFERENCES:

[https://en.wikipedia.org/wiki/Hangman\\_\(game\)](https://en.wikipedia.org/wiki/Hangman_(game))

<https://csc.csudh.edu/mmccullough/asm/help/index.html?page=source%2Fabout.htm>

RESULTS SOFTWARE SIMULATION AND DISCUSSION (INCLUDE AT LEAST ALL POSSIBLE TEST CASES WITH PICTURES OF YOUR RESULT):

**Congrats! Your Content is 100% Unique.**

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