National University of Computer & Emerging Sciences
Karachi Campus

[Hangman]
Computer Organization and Assembly Language
Project Proposal
Section: BCS-3E

Group Members:
20K-0353 Mohsin Ali Mirza
20K-1054 Syed Muhammad Faheem
20K-0169 Ahmad Aleem

Goal:
The core goal of our project is to learn the basic fundamentals of game development and create a soothing and engaging game for the user using a low level language.

Platform:
Windows

Tools:
Microsoft Visual Studio 2019

Description:
Implementing assembly language to make, childhood classic, hangman on a console based platform. This will require intermediate knowledge of assembly to execute.

Users will be shown a screen with hidden letters and then make guesses to finish the word(s). They will have five attempts, where each failed attempt will create the "infamous" hangman. Users will be given hints with each word to have more accurate guesses.