

Milestone 1

Project Name: Gold Miner

Team Name: BGB

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Project Description: the gold miner is a game in which the miner wanted to collect all gold underground, he can move left/right and throw his anchor to try to grab the gold. However, he also needs to avoid all bombs underground, otherwise, he will die. Press 'A' to move left, 'D' to move right, 'S' to throw his anchor.

Project Goals:

1. Achieve a playable game
 - a. Move left
 - i. Set memory representing right most block to none
 - ii. Set memory representing left most memory to 1
 - iii. Print memory
 - b. Move right
 - i. Set memory representing right most block to none
 - ii. Set memory representing left most memory to 1
 - iii. Print memory
 - c. Throw anchor
 - i. Set memory representing top most block to none
 - ii. Set memory representing bottom most memory to 1

- iii. Print memory
 - iv. Recursion until the the memory represent bottom most to be the memory of last row of whole game(bottom line)
 - d. Create gold/explosive
 - i. Set some random memory to a specific value(Exp. 3,4)
 - ii. When print memory read such value, it print yellow(3)->gold, red(4)->explosive
 - e. Set ground
 - i. Set memory represent third row to a specific value(Exp. 5)
 - ii. Print that line of memory to green
- 2. learn important feature of MIPS assembly language
- 3. learn how to program and debug using MIPS
- 4. Improve team building skills and leadership

Project Risk:

- 1. Design lacks flexibility

Solution: Use version control to reload old version and redesign
- 2. Design fails peer review

Solution: Increase group meeting and focus more on code
- 3. Technology components aren't compliant with standards and best practices

Solution: Write unit test for all functions
- 4. Components or products can't be operationalized

Solution: Increase number of Testing

SVN log of team repository:

yug242@tux5:~> svn log <https://svn.cs.usask.ca/svn/student/215/bgb>
