

Computer Organization and Assembly Language - Project Proposal

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Sadist Gaming Hub

Overview:

Our project will be completed in Assembly Language using Visual Studio 2019 (64 bit).

Project belongs to the class of classic games and provides users with two different game kinds through a single dual management system.

We will use Fundamental Machine Language Libraries, which will be covered in this course as the semester progresses, to write our code in Visual Studio 2019. Objects of the Project:

1. Management method
2. To cover all COAL outlines

The system will present the player with two different game kinds, including hangman and tic tac toe. The user will need to select one of the two games. Demonstration of how information is stored and accessible in memory by simulating the internal representation of data will be shown.

Conclusion:

We shall make an effort to put everything we learn in our COAL course into practise. We will continue to include innovative and effective ideas in our project so that it reflects the work we have done in class and is relevant to the course and project.

Thank You!

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