Our team decides to do Tic Tac Toe game in MIPS for a final project. We use open source codes of Tic Tac Toe game in C++, implement into our MIPS programming language. We make our program in 3 different files, these are the main file, start file and gameplay file. We code to start the program in the main file, gameplay file corresponds to the game board and player indicator. We use a lot of function to run the program and check every move during the game. However, gameboard, condition, and checkwin functions are important for the program. When the program is started, the gameboard function prints the board and ask a player for input. Player 1 always start the game and the game will turn alternatively for two players. There are 9 cells on the board and each cell named as 1 to 9. Whatever user input number is corresponding the cell to choose. Every time the player put a number, the condition function check for valid number input. The checkwin function checks the game status and not only the winner but also update the game board to get ready for the next move if the game is still on. If the game ends there, we decide the winning player, or the game is drawn. We use file declaration in global and run the program in separate files. We also use a nasty loop and jump function call. Other than that, we organize the register use an array stack.