Graphical user interface

Description automatically generated

Play Connect 4 in MIPS assembly

Before you Play

1. Make sure to compile the program by clicking “assemble” under the “run” tab
2. Run the program by clicking “go” under the “run” tab

How to play

1. Player 1 will be you and Player 2 will be Computer player. Player 1 will go before Player 2.
2. Player 1 will be “X” mark and Player 2 will be “O” mark
3. On your turn (Player 1), Computer 1 will prompt a number between 1 – 7. Pick any number within the range to drop your “X” chip
4. Play alternates until a player gets four in a row horizontally, vertically, or diagonally

How to win

This is a win horizontally This is a win vertically This is a win diagonally

Background pattern

Description automatically generatedBackground pattern

Description automatically generatedA picture containing background pattern

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