

COAL Project Proposal

TIC TAC TOE Game

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Marks:

Remarks:

# Project Introduction

Tic-Tac-Toe is a popular game which is played on a 3x3 grid. The game is played between two users and the player has the option to pick either a circle or a cross. The game is played in turn and the first player to draw three crosses or three circles in a diagonal or in a straight line without the other player interrupting his sequence wins the match.

# Objective

Making a fully functional game on the MASM-X86 compiler and translating the necessary rules of the game into assembly code.

# Problem Statement

Constructing a user-friendly startup window for symbol selection. Designing a 3x3 grid and making an algorithm to check if the symbols are in the winning position after every move. An algorithm will also be needed to check if the game is a draw.

# Outcome

An understanding of how registers are involved in executing commands and a direct application of assembly language into a working prototype.

