**HANGMAN Implemented in MIPS Assembly**

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**Project Description:**

The project implements the Hangman Game in MIPS Assembly. Bitmap display tool is used to display Hangman in MARS.

We will try to build a functional Hangman Game using MIPS Assembly Language. We will generate random word using a file hardcoded with words. The program will ask the user to enter characters, in the event were a mismatch happens the hang man begins to display on the bitmap display and course one body part at a time. In the event where the user enters a correct or incorrect character a prompt will generate letting the user know whether the character is correct or incorrect. If the user is not able to correctly guess the word, the hangman will draw all body parts and be hanged. In the event were the user is able to guess the word correctly, he wins the game and a final prompt will alert the player that he saved.