User manual

How to run the game?

1. Open the file Lexathon.asm
2. Make sure the LexathonDictionary.txt file is in the same directory as the mips.jar executable
3. On running the .asm file, the user is provided with three options:
4. Start the game
5. Instructions
6. Exit
7. Enter 1 to start the game.
8. A 3x3 board of random letters is then displayed on the screen, and the user is presented with four options:
9. Enter word
10. Instructions
11. Shuffle
12. End game
13. Choose option 1 to enter a word, and form a word using only the letters displayed on the board that is at least 3 letters long and does not exceed 9 letters. If the entered word passes all the condition checks, the user is awarded points based on the length of the word and asked to enter another word in the next turn.

Choosing option 3 shuffles the entire board and gives the user a board with different letters. To end the game, choose option 4.