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Hangman V. 6.02

ReadMe File

April 28, 2015

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This readme file contains more detailed information on various features of the game, performance improvement tips, and troubleshooting suggestions to help you should you encounter problems.

Thank you for playing!

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0. CONTENTS

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1. System Requirements

2. Features

3. Gameplay Performance Improvement Tips

4. Known Issues

5. Credits

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1. System Requirements

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**Requirements to Play**

IDE: Mars4\_5James

Input: Keyboard, Mouse

Multiplayer: Hot-Seat Only

Sound: Speakers Recommended

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2. Features

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- Interactive Graphics!

- Intuitive ‘Right’ and ‘Wrong’ Sounds!

- Over 50 Different Words!

- Full Replay-Ability!

- 7 Incorrect Guesses Allowed!

- Tracks your Previous Guesses!

- Fun for All Ages!

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3. Gameplay Performance Improvement Tips

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1. **Open the Keyboard and Graphics Adapter Simulator**

Located under the Tools tab of your Mars Assembler. It is recommended to move the Simulator to the right side of the screen to allow access to the Mars Messages output

Note: Not required to play, but enhances the overall experience

1. **Connect to MIPS BEFORE Running the Game**

If the Simulator is not connected prior to running the program, you will not have any graphics output

1. **PAUSE the Program BEFORE Stopping the Simulator**

When you are done with the game, first Pause the Currently Running Program before attempting to exit the graphics simulator.

1. **Disconnect from MIPS**

Once the program is Paused, Disconnect the Simulator from MIPS.

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4. Known Issues

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**-** Closing or Disconnecting the Graphics Simulator before Pausing the Program causes MARS to Freeze

**-** The first sound of the Game is cut short

**-** Pressing any key besides ‘Y’ after the game ends will close the program

**-** Making too many guesses too quickly will cause a delay

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5. Credits

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Joshua Liu – Head Programmer

Krystal Culp – Additional Programming

Ed Siemens – Graphic Designer

Robert Henley – Sound Designer and Quality Assurance

Special Thanks to James for the Graphics Adapter, and Nhut Nguyen for encouraging us to see what we could do!

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