This assignment covers object-oriented programming in MIPS.

**(NOT OPTIONAL) In the Blackboard assignment submission, answer the following questions:**

**Who did you work with on this homework? What sources did you consult? How long did this assignment take?**

Example: I worked with Freckles the dog, and I consulted class notes and this video: <https://www.youtube.com/watch?v=m0LUcSkwyAM>. It took 7 hours.

The attached file game.cpp implements several classes from a simple video game. Translate the code to MIPS.

Note that this is a different game from the example we went over in lecture.

I recommend drawing (a) the class hierarchy and (b) how objects of each class are laid out in memory. You are not required to turn this in, but it will probably help you to have this available while you write your code.

For this assignment, the testcases are provided in main() and testPlayer() in the C++ code. Make sure you implement them in your MIPS code as well, and verify that they produce the same output as the C++. You do not need to submit additional testcases.

To achieve "RETRY":

* You must submit by the deadline. You may purchase one 24-hour extension using one token.
* Your code must run in QTSPIM. Comment out lines that prevent it from doing so.
* Your code must show evidence of effort. It may not be doing what you want it to do, but it must be doing something non-random (e.g., don't submit code that just calculates 2+2). Hint: It's easier to tell that you've put in effort if you include comments explaining what you're trying to do. It also helps get better feedback!
* You must answer the "NOT OPTIONAL" questions from page 1.

To achieve "SUCCESS":

* All the requirements for RETRY must be met.
* Your code must pass the testcases from main() and testPlayer().
* Your code must pass my hidden testcases.