**Logo

Description automatically generated**

***Computer Organization And Assembly Language Lab***

**Project Proposal**

### *Course Name:* Computer Organization And Assembly Language Lab

### *Course Code:* EL- 2003

### *Instructor:* Sir Muhammad Nadeem Ghouri

***Project Proposal***

# ***GROUP MEMBERS:***

1. Muhammad Talha Bilal (Leader) (21K-3349)
2. Muhammad Taha Majeed Khan (21K-3316)
3. Muhammad Hamza (21K-4579)

***Word Guess Game***

# ***Introduction***

Building a core game mechanic is when we figure out the outline and produces the flowchart of how the game is going to be run. Picking up a ‘Word’ theme, we then develop the entire game with variety of letters included.

# ***Project Objective:***

Through this project we can enhance our skills and knowledge in the subject Computer Organization and Architecture. We also use the knowledge we have learned in the labs for this project. The smooth discussion among the group members for this project which led us to have better understanding among each other also contribute to the success on making this project; and the project works on the principle of search engines by taking into account timely guesses and thus reaching to the word to be guessed. Nevertheless, we did enjoy the process of making this project and we hope that this project will help us in our future endeavours.

# ***Complier & Language:***

* + - 1. Visual Studio 2019
      2. Assembly Language
      3. MASM

Remarks:

* Approved
* Not Approved