Needed Files (will all be in the .zip file):

CAKEproj.asm

board\_generator.exe (and associated cygwin1.dll)

dictionary.txt

Instructions:

1. Unpack the contents of the .zip into a directory
2. Double click the board\_generator.exe file to generate the board and dictionary.
3. Start MIPS, and use that to open CAKEproj.asm.
4. Make sure the board.txt file and MARS jar file are in the same directory (MARS can’t find board.txt otherwise)
5. Assemble and run the file.
6. The board should now be displayed, along with the menu options. You have three options:
   1. Enter a word 4-9 letters long and press enter. The program will process the word and either accept or reject it.
   2. Enter a 1 and press enter. The board will be shuffled.
   3. Enter a 2 and press enter. This will exit the game and display your score.