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

CAKEproj.asm

board\_generator.exe

dictionary.txt

Instructions:

1. Unpack the contents of the .zip into a directory
2. Start MIPS, then use that to open CAKEproj.asm
3. Assemble and run the file
4. 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, it 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.