MIPS Jumbline User Manual

Grant Freeman   David Golynskiy
Andrew Vaccaro   Otto Wagner

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1 Introduction

Jumbline 2 is a mobile game for Android and iOS. In the game, the player is given a mixture of letters and must form words from those letters. This MIPS program is our rendition of the base Jumble game.

2 Requirements

The *main.asm* file needs to be open, assembled, and run in MARS. The main requirement for this game is that *linuxDict.txt* must be located in the same folder as your *Mars4_4.jar* to be read in by the game properly. Below is a list of the required files to run MIPS Jumbline.

- Input Validate.asm
- Jumbiline Menu.asm
- Let Gen Biased.asm
- Mars4_4.jar
- Shuffle Letter Set.asm
- compareWord.asm

- data.asm
- displayscores.asm
- highscores.txt
- instructions.asm
- letGenMacros.asm
- linuxDict.txt
- menu.asm
- playgame.asm
- utilityMacros.asm
- wordBankMACROS.asm
- wordSearchMacros.asm

3   Initial Screens

When the game is run, the splash title screen will appear. Press the OK button to continue. You will now be presented with 3 choices. Enter '1' to play a single game. Enter '2' to view the instructions for the game. Enter '0' to quit the game. Press RETURN after entering your choice to confirm it.

4   Playing the Game

A pop-up appears asking you to enter the number of letters you want to be given. You can only enter a single number between 5 and 7. Any other input will cause you to be prompted again.

The random letters will then be generated and displayed to the screen. In addition, the numbers of n-length words remaining will be displayed. You must try to take letters from the jumble and form words of at least 2 characters long. You cannot use repeat letters and you must enter the word in all capital letters. Lowercase words will be counted as incorrect. Press RETURN after you have entered your word and the program will determine if it is correct or not.

A correct word will cause a positive sound to occur and the counter for words left will decrease. An incorrect respond will cause a negative sound to occur and the counters will remain the same. Regardless, you will continue to be prompted for words until all words have been guessed. You may enter '0' at any time to exit the current game and return to the screen.

5   Frequently Asked Questions

5.1   How do I play the game?

See section Playing the Game.

5.2   How much does this software cost?

Nothing! It's absolutely free. Technically this wasn't required by the project assignment page, so consider it a favor from us.

6   Contact Us

Feel free to email or call us with any questions, concerns, or suggestions related to this piece of software.

Grant Freeman
gcf140030@utdallas.edu
(469) 888-2764

David Golynskiy
dyg090020@utdallas.edu
(469) 879-9768

Andrew Vaccaro
andrew.vaccaro@utdallas.edu
(540) 641-5112

Otto Wagner
oxw090020@utdallas.edu
(972) 800-3352