




MIND READER USER MANUAL

Team: The Shield

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Menu

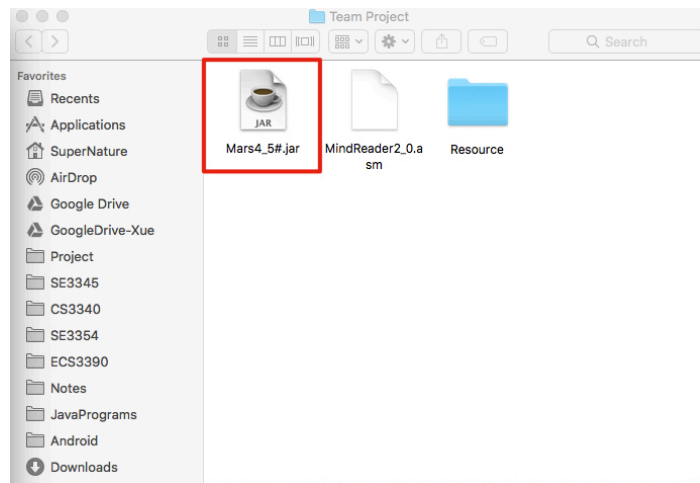
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User Manual

Inspired by the Mind Read game, this game is developed with MIPS in the MARS simulator and uses .asm files as code. It displays the game graphically by bitmap as well as plays music in the background of the game.

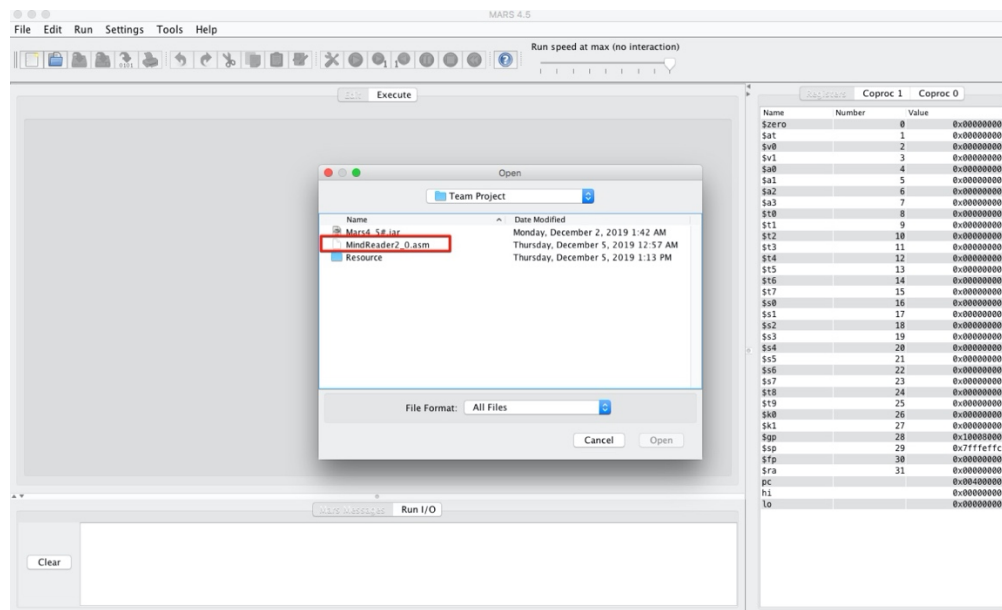
1. OPEN MARS

This time, Mars4_5#.jar should be used which will be located in the project folder.



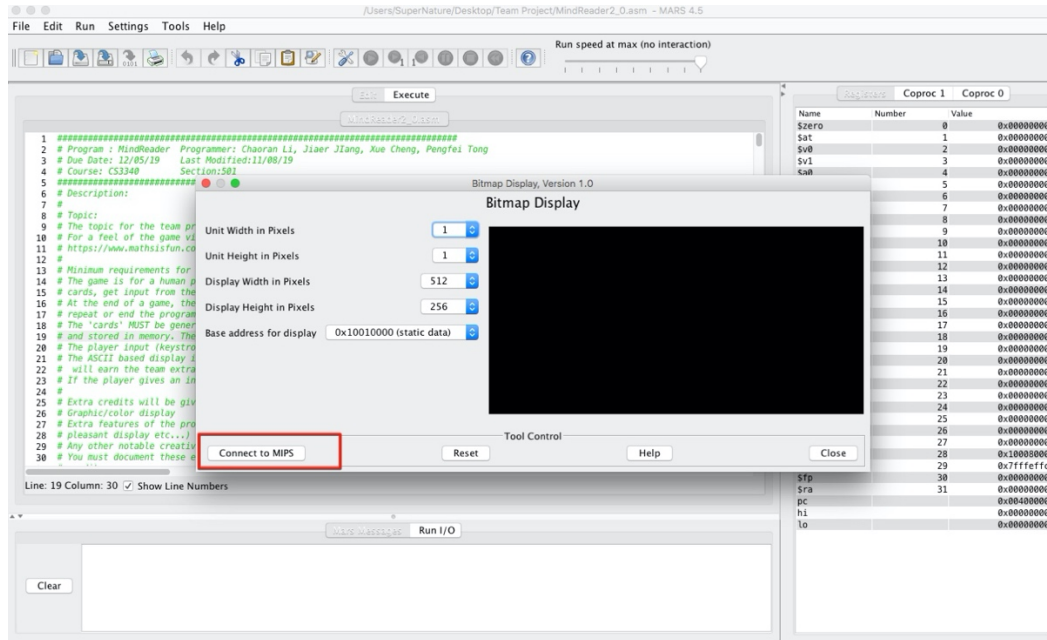
2. OPEN THE FILE

You need to go to File -> Open -> MindReader2_0.asm -> Open.



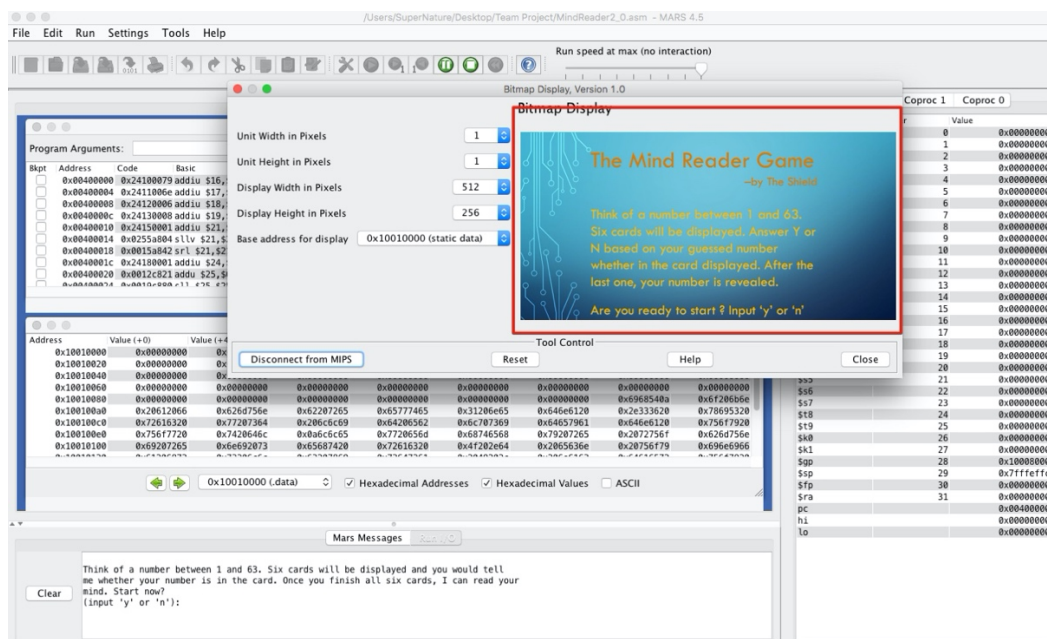
3. SET UP GRAPHIC DISPLAY

You need to go to Tools -> Bitmap Display and click the “Connect to MIPS”. Check the parameters of bitmap and default values in below picture is recommended. (P.S. It is recommended to set the bitmap ready in advance and do not adjust during the game running, otherwise MARS may be stuck.)



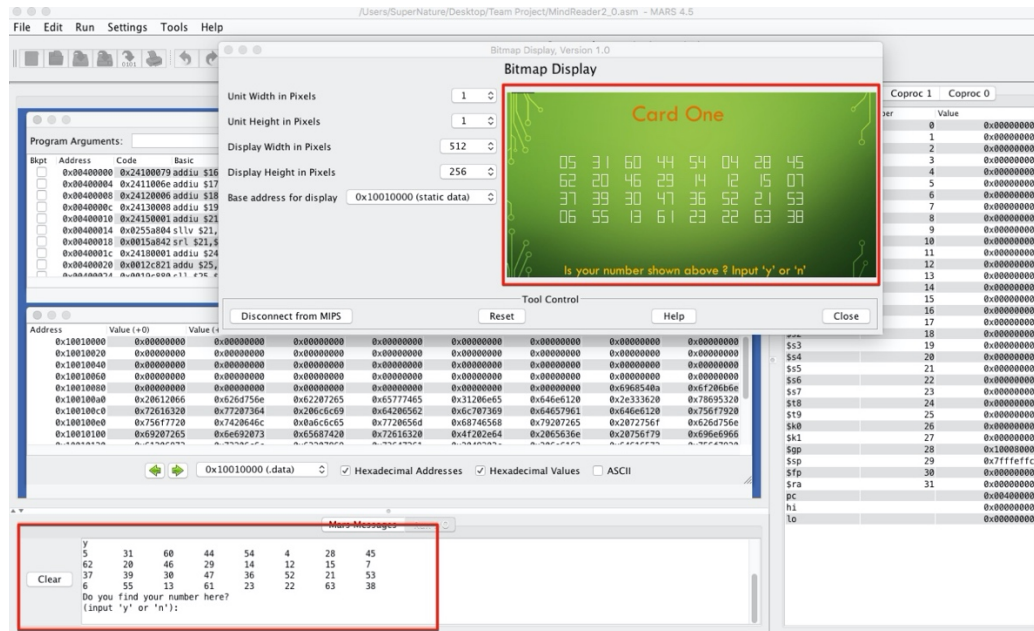
4. GET START

You need to go to Run -> Assemble and click the “Go” icon. Then you will hear background music and see the game display.



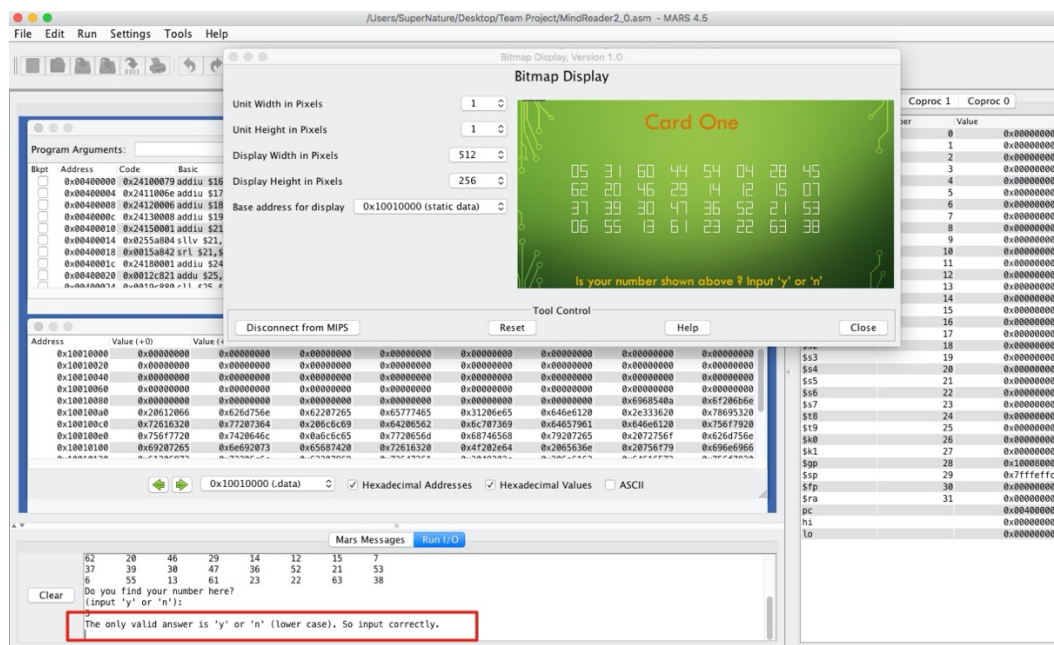
5. PLAY GAME

You should think of a number between 1 to 63 first. Then you should answer whether your number appears on the card. Interaction is achieved through run I/O in the lower left corner of the MARS Execute window. Follow the prompts in the bitmap, you need to enter the lowercase letter “y” or “n” in run I/O to answer yes or no.



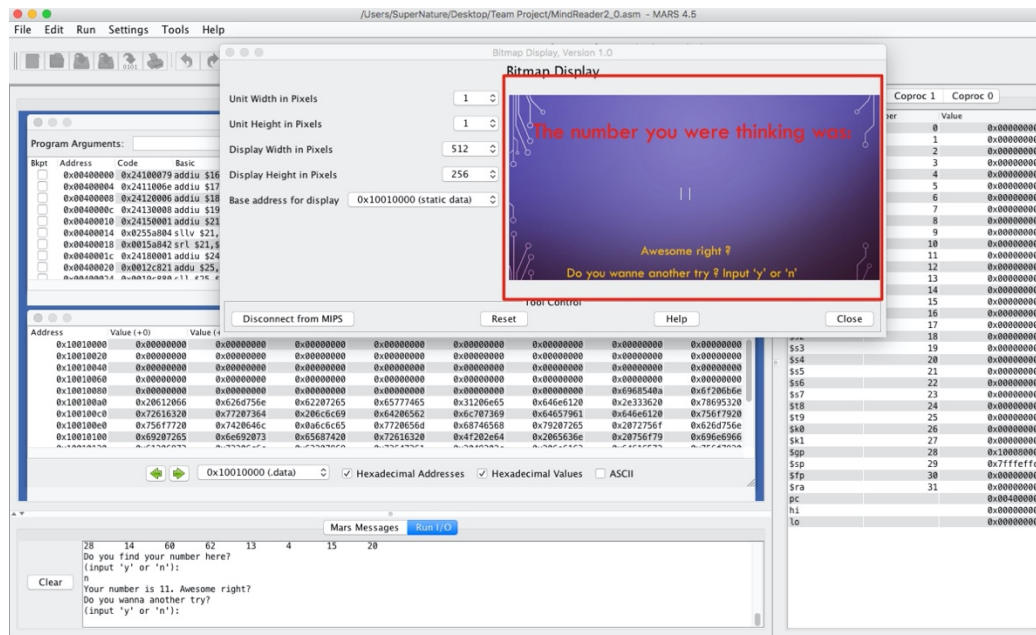
6. INVALID INPUT

If you enter an invalid character accidentally, you will hear a warning sound indicating invalid input.



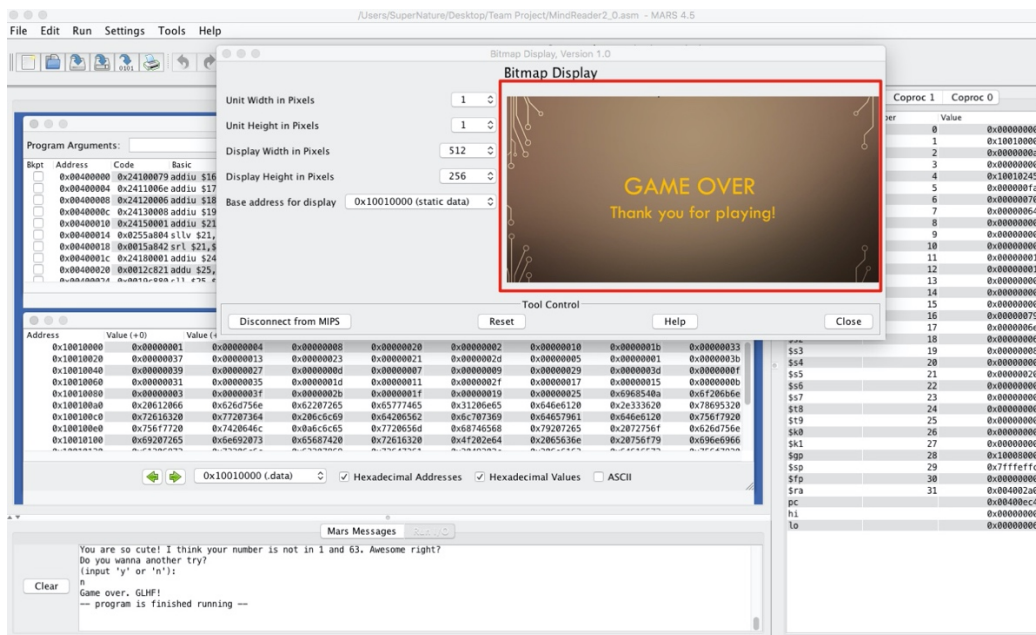
7. GET RESULT

After six cards displayed, the number in your mind will be displayed. You can enter the “y” to replay or “n” to end the game.



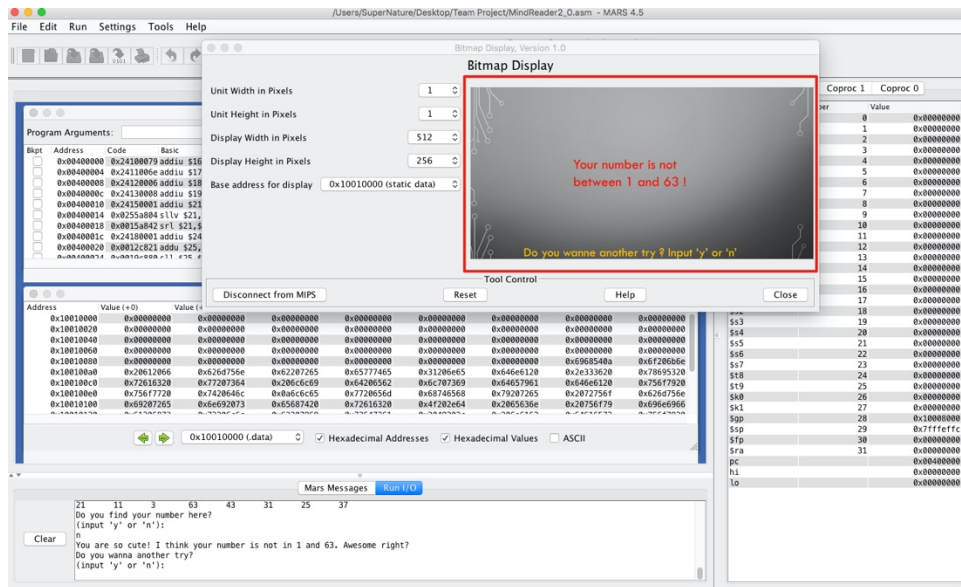
8. GAME OVER

If you choose to end the game, you will see the ending screen and hear the ending music. After the music stop, you can close all the windows you opened.



9. OUT OF RANGE

If the number in your mind is not in the range 1 to 63. After six cards displayed, you will see the message “Your number is not between 1 and 63!” displayed.



Thanks for playing. GLHF.