# MIPS EDUCATIONAL GAME

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Purpose

- Building a cross-platform web-based game to study MIPS.

- Minimise the effort for instructors since it will provide a more intuitive solution

- Our project is the first group that combines web games, and MIPS learning.

- Making student's life easier by allow studying MIPS on the go.

- We are making the process of learning MIPS with a lot of fun.

- We visualise execution process.

- Our project is extensible to become a learning platform
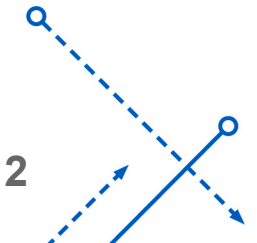
Demo time!

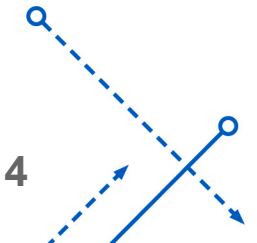- We will show you all our new, and more completed platform
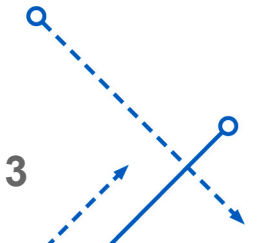
What's the requirement on the client side?

- A modern Operating System that supports a modern browser.

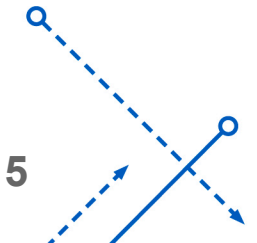- Tested on Google Chrome, Mozilla Firefox and Safari on iOS 12

Absolute minimum:

- Your browser must support JavaScript ES6 or our project will not run

Solved issues from public beta(week of 15th April)
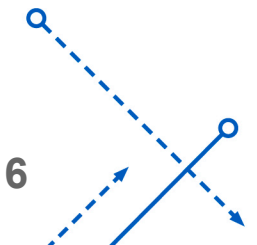
- We have more functionality other than 'add' 'addi'

- We can adjust execution speed
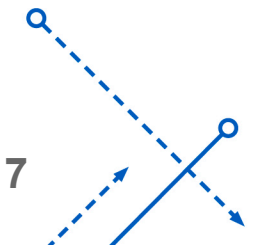
- Each execution is now traceable

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Technical details

- We also made an awesome integration with other mission-critical parts

- No requirement of external libraries

- Highly customisable since we wrote all parts of our projects

The future of our project

- Instructors can expand its functionality by adding more code in the interpreter class.

- We can integrate CSE341 resources, such as breaking down solution step by step, which will help students practice better.

- Developers can also save state and add SSO functionality in the future

Questions?

- Join our slack channel at https://hbai.me/442-demo-slack

- Test our demo by yourself at https://hbai.me/442-demo-web