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CS 3340.001

Professor Nguyen

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Lexathon Report

1. Our program displays a matrix and asks the player to enter a 4-9 letter word. When the user enters a word, the word is checked against a dictionary of correct words(derived from a dictionary of English words before the game starts) to see if the user input string is a correct word for the generated matrix. If it is a correct word, increment score; otherwise, increment strikes. 3 strikes and your out!
2. One challenge was getting everybody together in the same room. It took a lot of discussion to figure out a time when everybody was free with work and homework to consider. Another challenge was effectively divvying up tasks to all different team members and making sure they knew exactly what they were supposed to code. There were a couple of times when someone worked hard on a piece of code that someone else had already implemented. We learned to communicate better over the course of this project.
3. I learned how to communicate clearly to other people what they needed to do, and how to code in MIPS.
4. We utilized the whole spectrum of the MIPS instruction set: labels, registers, and all three of the instruction types. We used a linear search to search and check dictionaries. Most subroutines contain an internal loop.
5. Lane Miller: He found and coded the search and check algorithm for the dictionaries. He also did miscellaneous code in the main function. We couldn’t have completed this project without him!

Zach Eagan: I coded the bulk of the main subroutine: including the game loop, printing/creating/scrambling/rescrambling the 3X3 letter matrix, and various generally useful subroutine such as strLen and copyStr.

Avery Malachi: She helped to code the game over screen.

Ryan Bui: He helped to code the game over screen as well. He also coded the intro sequence.

Kevin On: He helped out with the main subroutine.