![Graphical user interface

Description automatically generated]()![Graphical user interface

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Description automatically generated]()

![Graphical user interface

Description automatically generated with low confidence]()![A picture containing graphical user interface

Description automatically generated]()![Qr code

Description automatically generated]()

Offset Values:

Str: 0xC

Dex: 0xD

Int: 0xE

HP: 0x10

MaxHP: 0x12

Exp: 0x14

Gold: 0x204

Keys: 0x206

Magic Carpet: 0x20A

Skull Keys: 0x20B

Black badge: 0x218

Magic Axe: 0x204

Gems: 0x207

The init.gam file is the initializer for saved.gam file. The following files were changed to alter the game. Launching the game was a little hard for me because I had never heard/used dos box before. I had to spend a lot of time to figure out how to run the game. The first part which was to change the character’s name was the easiest part. I had to actually play the game several time to understand what the game really is. I used different keys and found that each key has some function. Initially, it was hard to open the .gam files because I have never used this before but then I used a hex reader and played around with it to make changes to different things. This was a really interesting lab in my opinion, but I had a little hard time with the last part of the lab, which was to write an interactive code. I have never made a GUI so I was struggling with that. Overall, I think I did good with the lab and was able to complete what it required.