MASTERMIND

Introduction

Mastermind is a code-breaking game for two players. One player becomes the codemaker, the other the codebreaker. The codemaker chooses a pattern of four color code pegs (duplicates allowed) and the codebreaker tries to guess it, in both order and color. Each guess is made by placing a row of color code pegs on the decoding board. Once placed, the codemaker provides feedback by placing from zero to four key pegs in the small holes of the row with the guess. A black key peg is placed for each code peg from the guess which is correct in both color and position. A white key peg indicates the existence of a correct color code peg placed in the wrong position.

Example

Given a code [RED, BLUE, GREEN, RED]
when the codebreaker gives a code with [RED, GREEN, RED, YELLOW]
the feedback will be: [BLACK, WHITE, WHITE, NOTHING]

Objective

We want a Rest API that simulates the role of the Masterminds codemaker, and the user who plays the game must be able to use the API to:

- Create game
- Get feedback given a code guess
- Guessing codes history

Definition

- Endpoints definitions here
- Colors available: red, yellow, orange, blue, pink, green
- Default code length: 4

Evaluation

Once finished, we'll evaluate:

- If the game works as expected
- The presence (and implementation) of tests
- The code standards used
- The architecture used
- The handling of unexpected use cases

Project requirements

- The code should be production ready
- Use github for control version
- The code must be in python