

# Mastermind

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# Tools

Project Tracker: Trello



VCS: GitHub



**Boards** 🔍 Trello + R Rachel 🔔

**Second Sprint** Mastermind ☆ Team Visible < Show Menu

**Haven't Started** 🔍

Play Again Option  
🔍 0/3

Final Presentation PPT  
🔍 R SS TR T

Instruction Video

Add bold outline to "Active Color"  
🔍

Final PDF  
🔍 R SS TR T

Add a card...

**In Process** 🔍

Scoring System  
🔍 3/5 R

Add new users to DB/file when they have never played before TR

Window for winning and losing that pops up at the end of the game.  
🔍 4/6 R

Add a card...

**Completed** 🔍

"Moveable" Pegs  
🔍 5/6 R

Link Algorithm to Gameboard

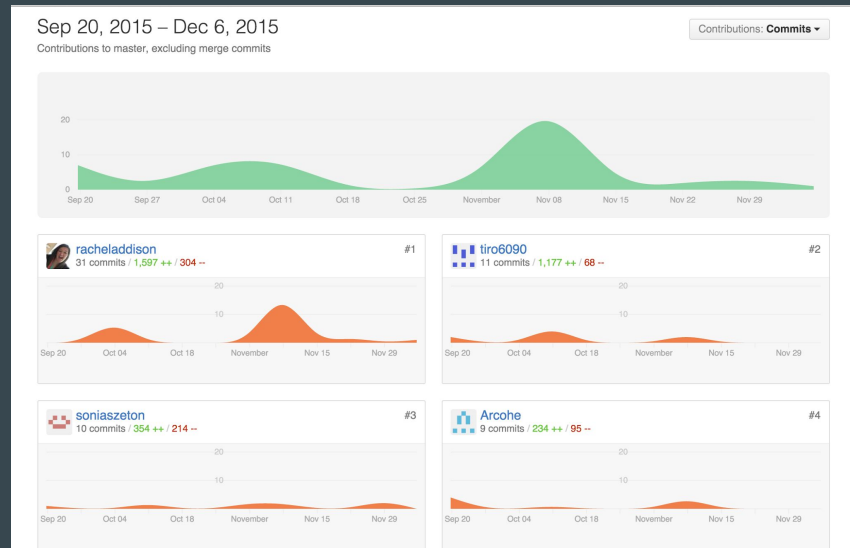
Change button variables for maintainability  
🔍 R

Incorporate difficulty settings  
🔍 3

Add Instructions  
🔍 3 2 3/3 R

Add a card...

Add a list...

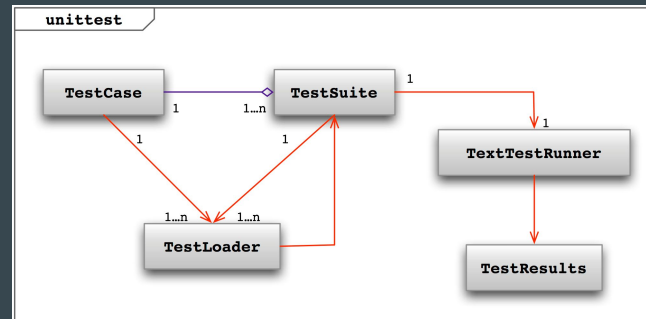


# Tools

Database: MySQL



Testing: unittest



# Tools

Auto-documenter: Sphinx

Deployment: Python



# Methodologies



Peer Programming  
Review



Peer Code

# Challenges

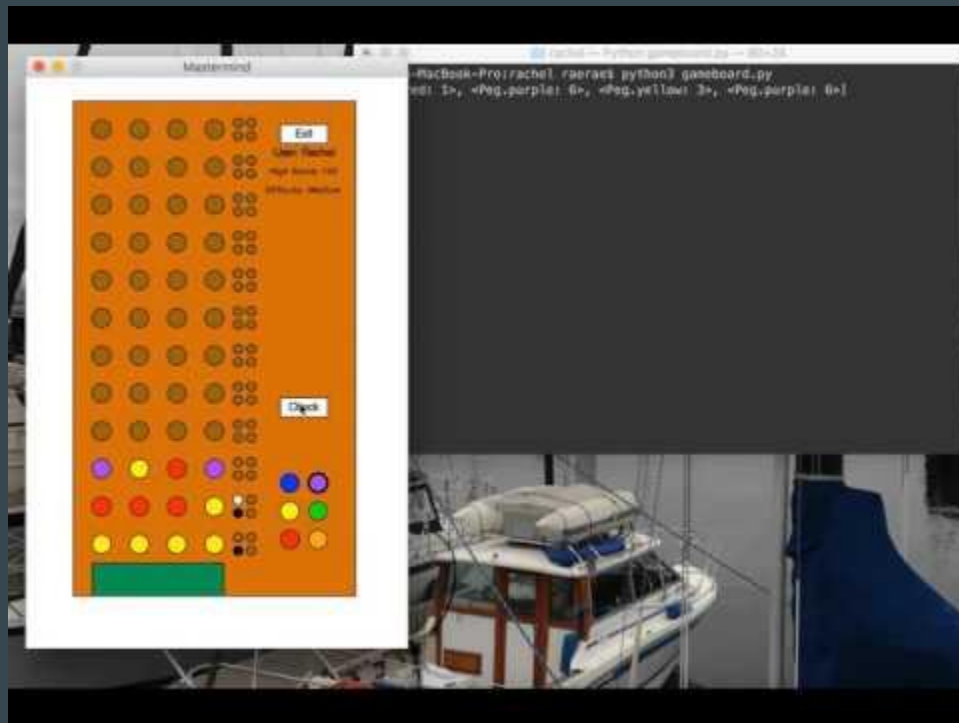
Meeting in person as a group

Coding with four people

Learning new methodologies and tools

Learning how to use Python Graphics

# Demo





<http://www.linkbcit.ca/trello/>

<https://github.com/donnemartin/awesome-aws/blob/master/CREDITS.md>