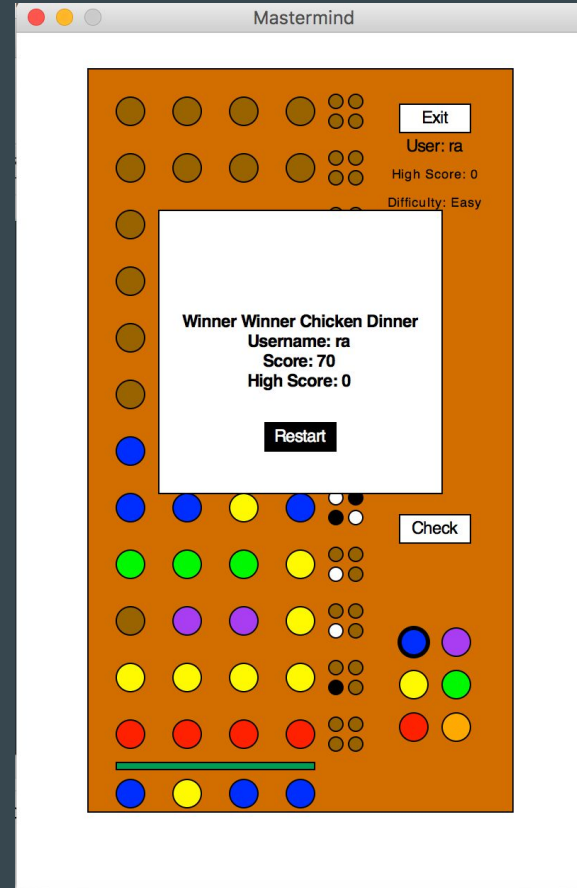
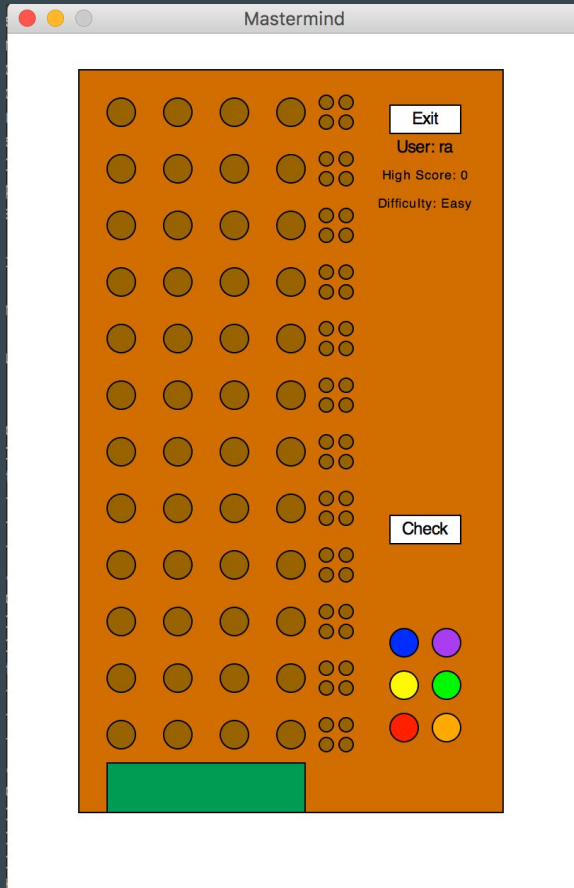


# Mastermind

...

Rachel Lewis, Thomas Trieu,  
Timothy Romanowski, Sonia Szeton

# Mastermind Game





# Tools

Project Tracker: Trello



VCS: GitHub



**Boards**   + 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

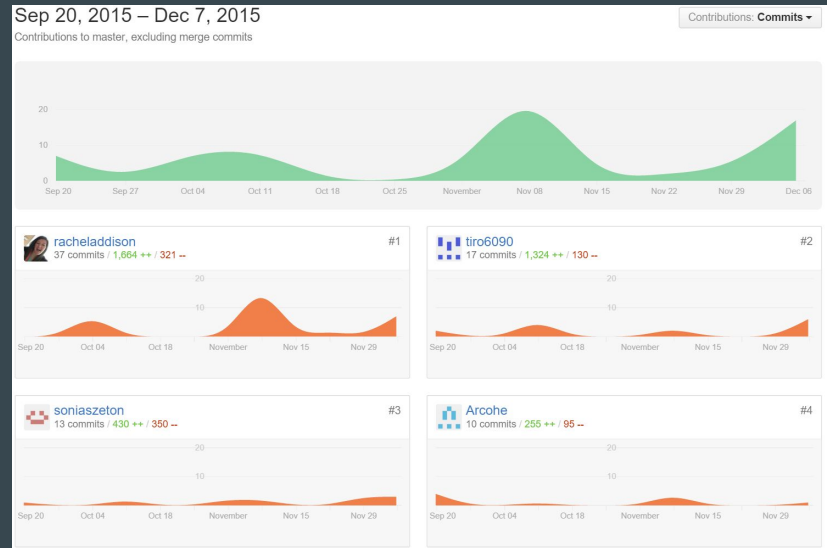
Change button variables for maintainability  
☑ ☑ R

Incorporate difficulty settings  
☑ 3

Add Instructions  
☑ ☑ 3 2 ☑ 3/3 R

Add a card...

Add a list...

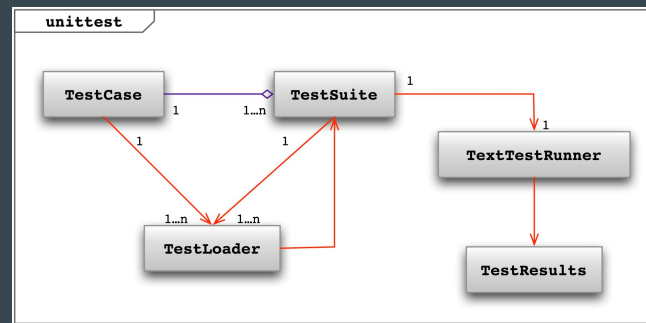


# Tools

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

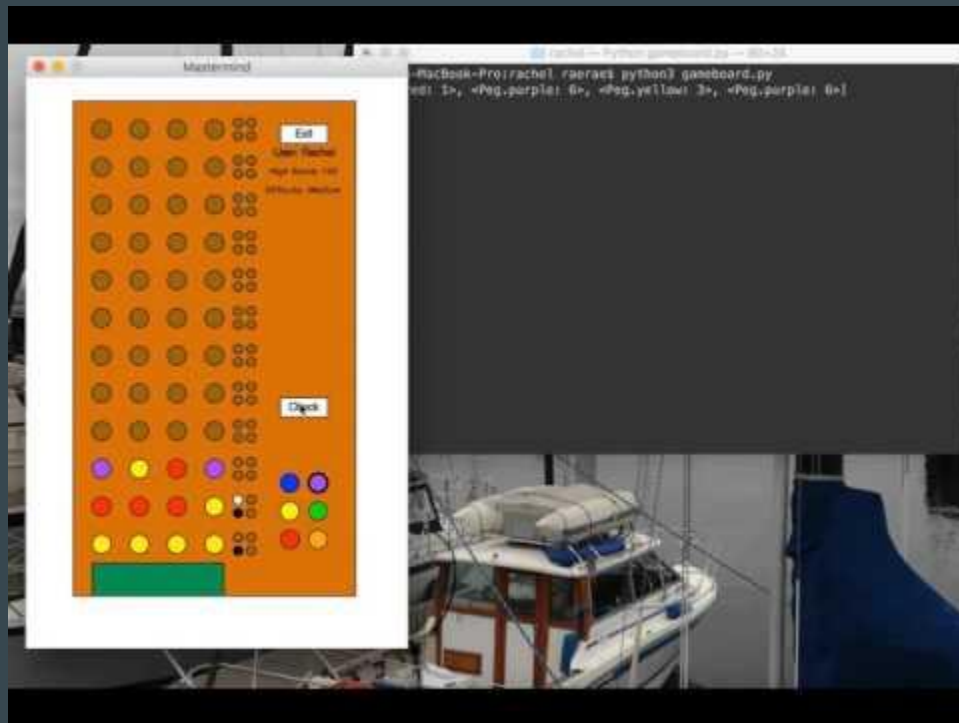
Learning new methodologies and tools

Learning how to use Python Graphics

Database connection issues



# Demo



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

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