

Project 1

Game Title:

Mastermind

Course:

CSC 7 Spring 2019

Section:

42523

Date Due:

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By:

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Introduction:

I was not very familiar with mastermind so i played the game during spring break . It was easy to understand so i didn't have many issues in planning out how i was going to create the game.

How to Play:

The game initializes by telling the player his attempts left and where he is locating his color. As the player continues to play both his spaces are marked as well as their attempts. The player only has ten attempts to attempt to figure out the hidden sequence of colors. There are a total of eight colors to choose from. If a player chooses a color and its position is equal to that of a color in the hidden sequence the player is given a red mark. If the player chooses a color and that color is part of the sequence but not in the right position the player is given a white mark in the program.

Possible Improvements:

After running the program several times I feel as though the interface would be more authentic if the the user typed in words representing the color rather than numbers. I feel as though the player also has no way of challenging himself so settings for choosing the number of hidden colors would also make the program more interesting.

Pseudo Code:

Player is told attempts left

Player chooses his colors

If all colors are right player wins

During the attempts players is given hints

Program states red while position/color matches hidden position/color

Program states white while color matches but is in wrong position

Subtract an attempt

This repeats for number attempts

If attempts are done player loses



