



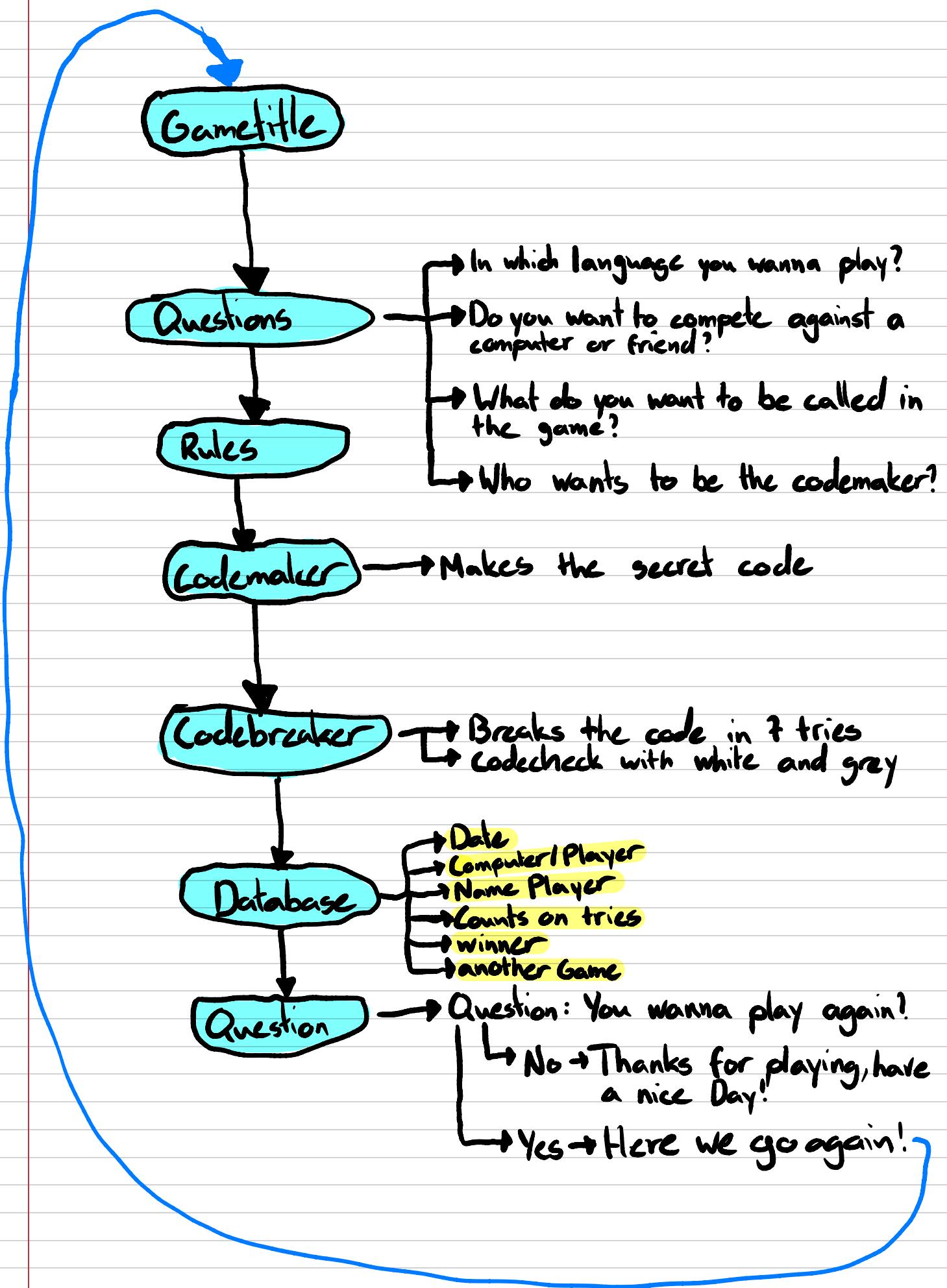
## IDEEN:

- Farbwahl im Spielfeld mittels Emojis darstellen
- Pause - Menü einführen
- ASCII-Art Generator hinzufügen
- Nach Ende des Spiels Einstellungen anzeigen
- Ende des Spiels

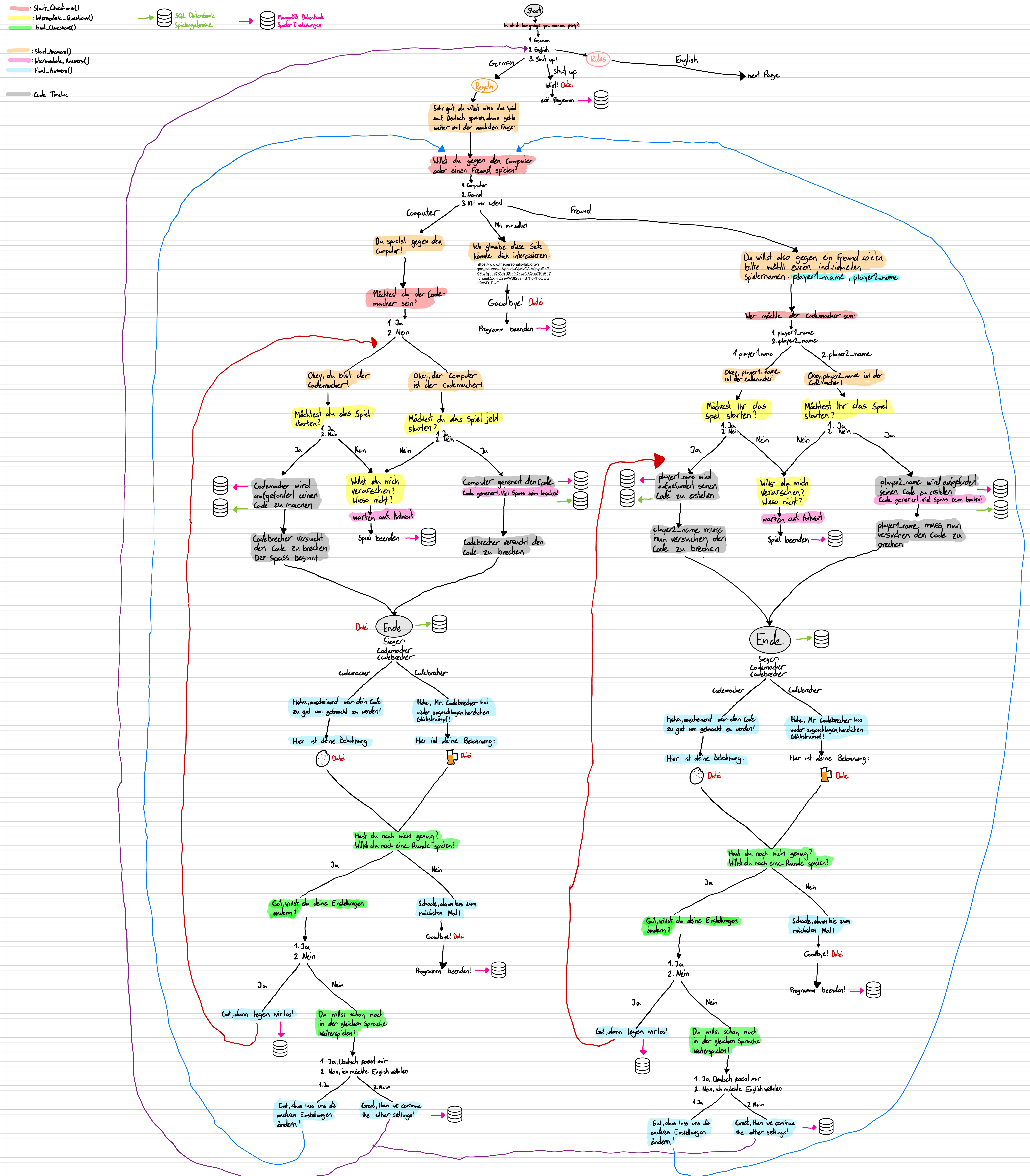
## TODO:

- Fragen erfolgreich implementieren
- Spielmechanik implementieren
- Feedback des Codemakers implementieren
- IDEEN implementieren

# Code Timeline



Start\_Questions()  
Intermediate\_Questions()  
Final\_Questions()  
  
Start\_Answers()  
Intermediate\_Answers()  
Final\_Answers()  
  
Code Timeline



```
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├── ASCI-ART
│   ├── Beer.txt
│   ├── Cookie.txt
│   ├── Goodbye.txt
│   ├── Idiot.txt
│   ├── Mastermind_Title.txt
│   ├── Regeln_German.txt
│   └── Rules_English.txt
├── Database
└── Evaluation
    └── evalution.py
├── Questions
    └── questions.py
├── Settings
    └── settings.py
└── main.py
└── test.py

6 directories, 12 files
```