

Mastermind | User Manual



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Chapter I: Introduction - Fundamentals of Master Mind

I.1 What is Master Mind?

MasterMind is a code-breaking board game for two players, in this particular iteration its you against the machine, in which the machine will generate a combination and you will have to guess it correctly in various plays.

I.2 How to play?

This game consists in a random combination generated when you start the game, and according to the difficulty selected, you have to guess it in a different number of guesses, you'll have to choose from six different elements to give the system a four element combination and it will compare it and will give you a white point or a black point, the white point means you have guessed a color in the combination but its not in the right spot, on the other end the black point means you have guessed the color and the spot.

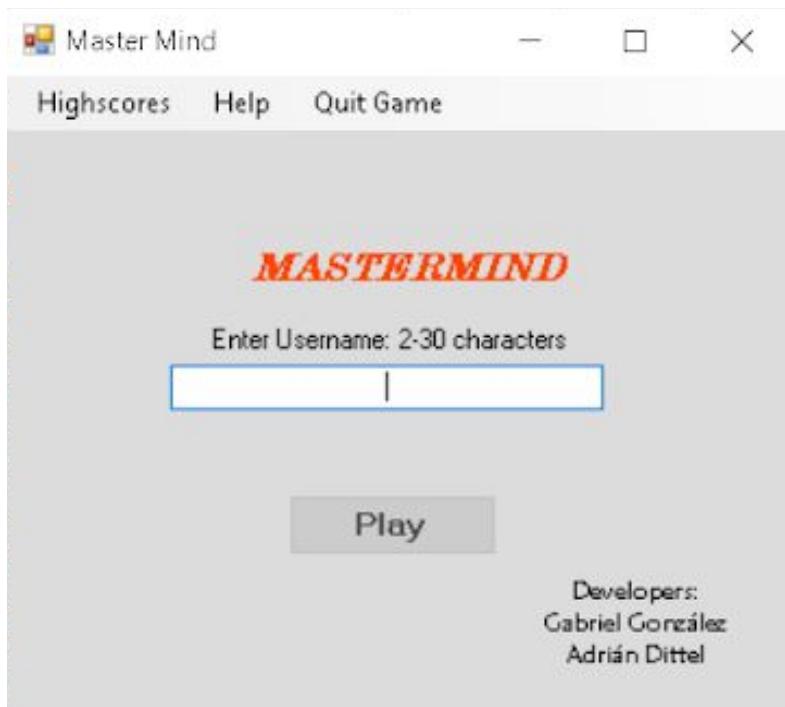
You win the game when you have all four black points.

Chapter 2: Using the game

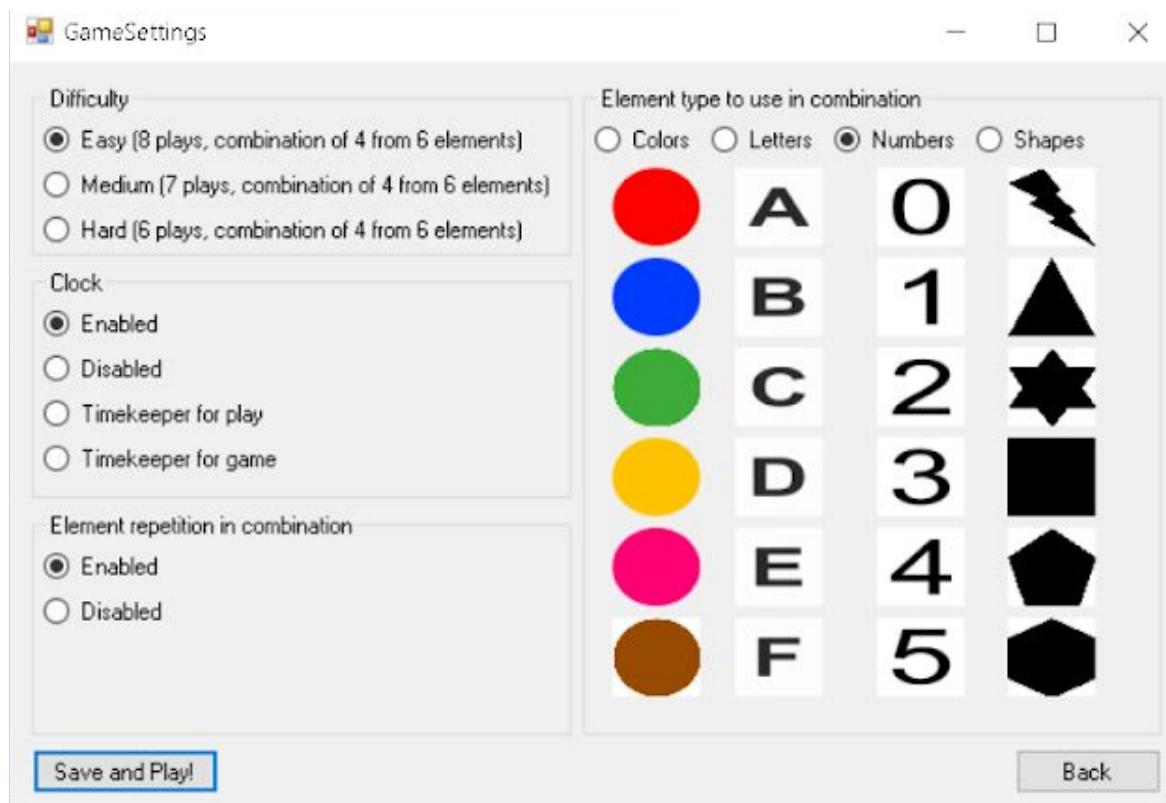
2.1 User interface

The game consists of three windows, each one with its specific function, in this section each one of them will be reviewed and shown each one of its components, however in their specific section, the explanation will go in-depth.

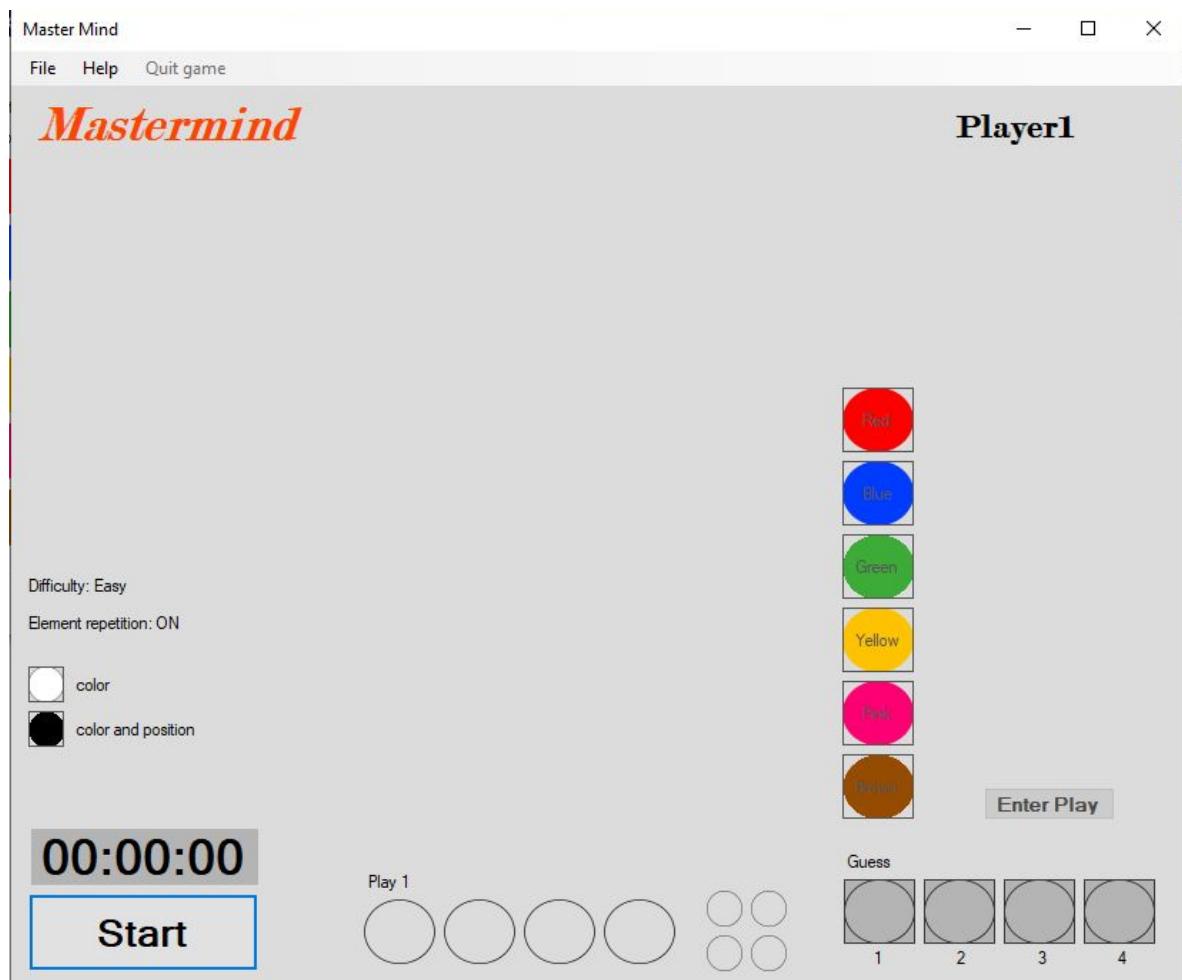
2.1.1. The main window:



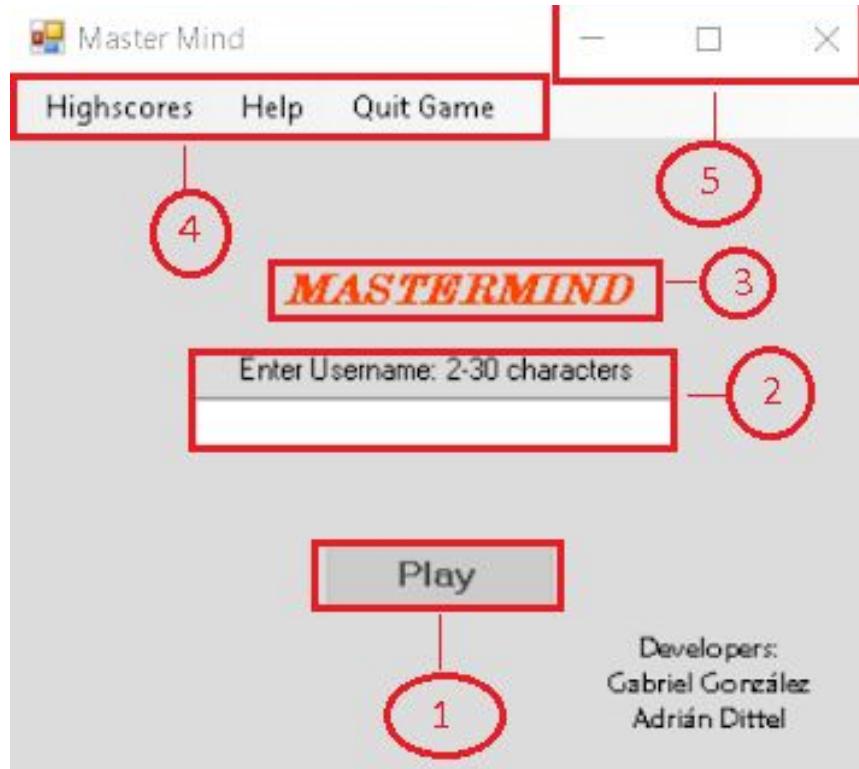
2.1.2.The settings window:



2.1.3.The play window:



Chapter 3: Main Window



3.1. Play button:

After writing your username, that it is what it will allow you to enter the game, you must click the play button in order to access the next window which is the configuration window.

3.2. Username writer:

Here you must write an username to be used along the way of the game this will show on the play window and also is what will allow to register the records and the best players in every category.

It is important to say that the username must not have any spaces and must have a length between 2 and 30 characters.

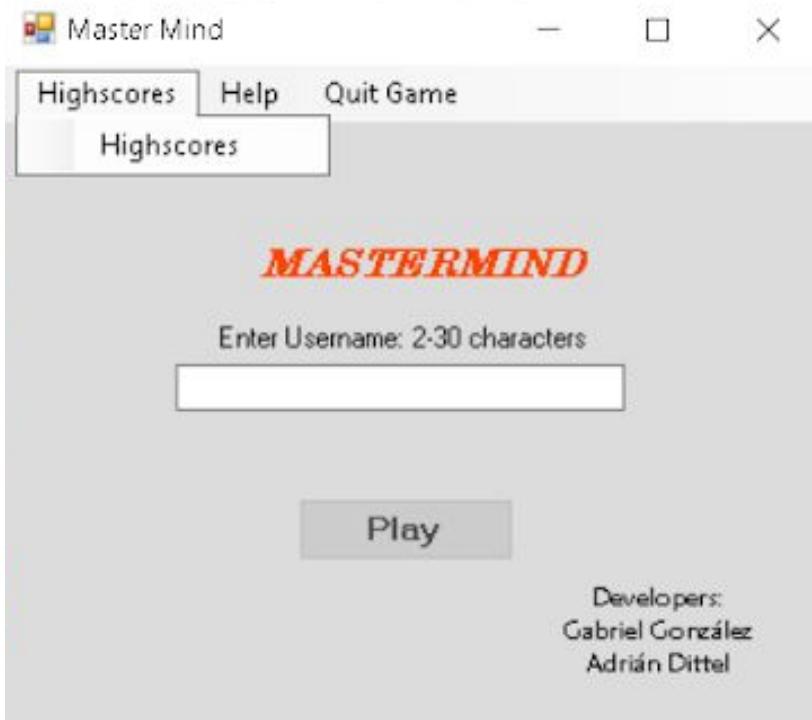
3.3. Title:

It's only function is to show the title of the game.

3.4.Menu bar:

It's divided in three functions for the menu which are:

3.4.1.Highscores:



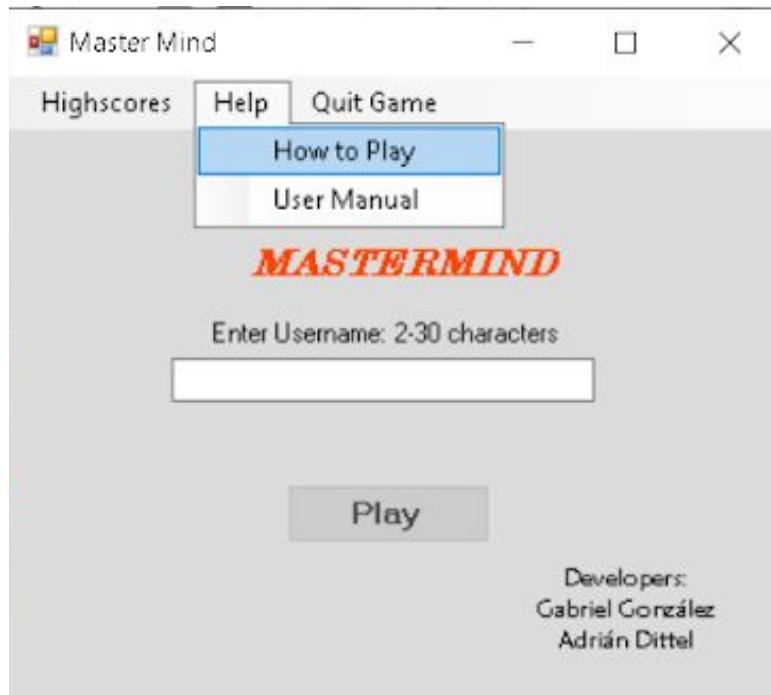
When you click this button it will show a list of the three highest scores in each of the three difficulties, showing its time, username, here's an example:



3.4.2.Help:

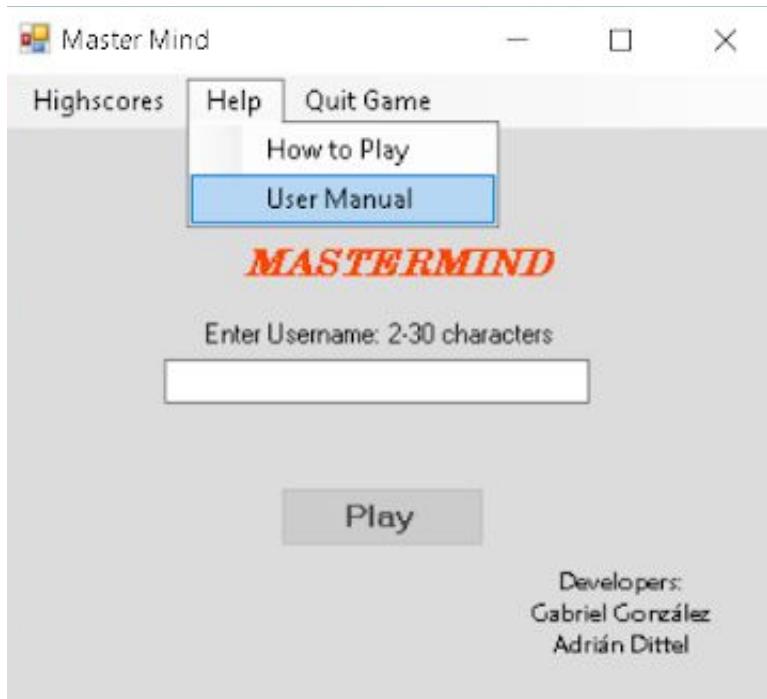
It shows two submenus:

How to play:



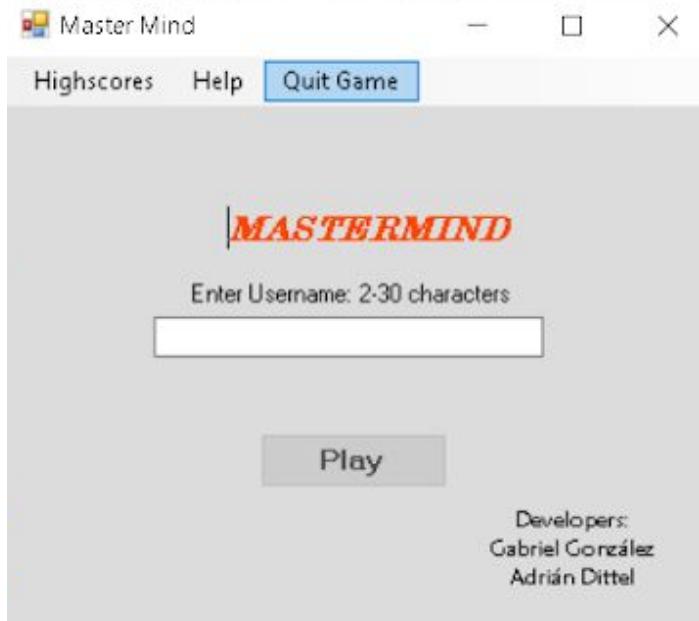
This will display a document with the description of the game and the instructions on how to play.

3.4.3. User Manual:



By clicking this button it will show this very document, which contains all the information on each of the parts of the game.

And the last button on the menu is Quit Game:

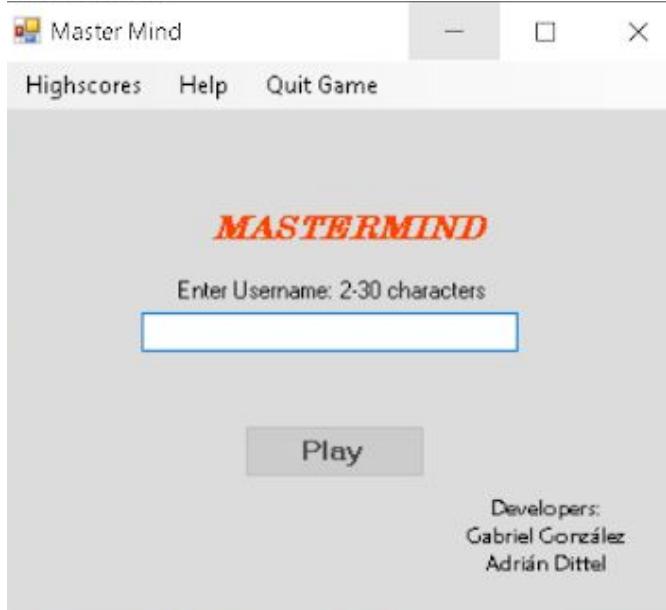


By clicking this button it will close the game.

3.5.Window options

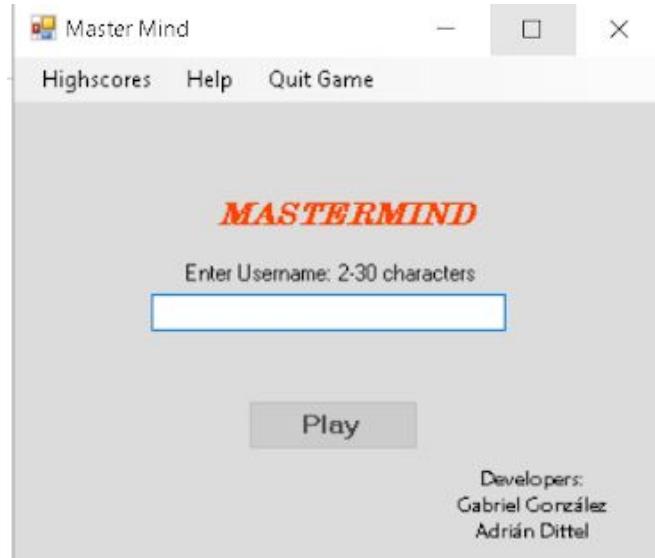
These are the option that control the size, visibility and existence of the window.

3.5.1.Minimize:



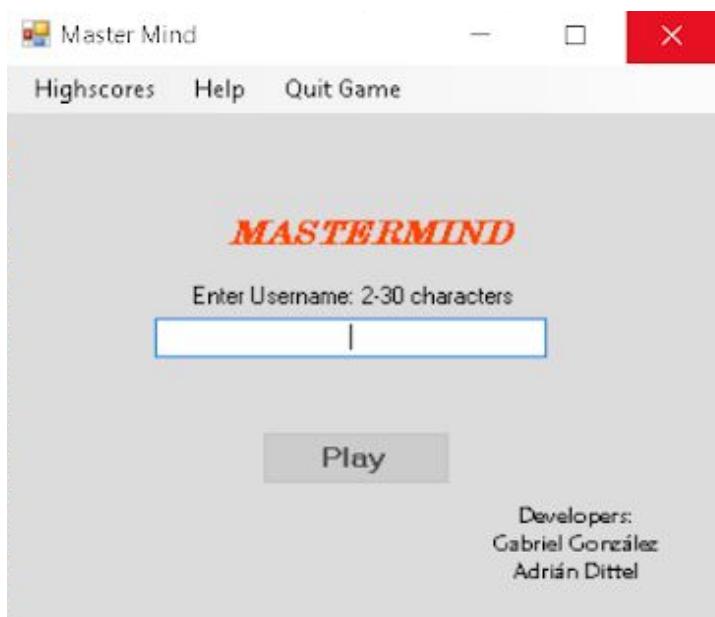
What this does is minimize the tab taking it off the screen but not closing it.\

3.5.2.Maximize:



This puts the window in the entire screen for the full view.

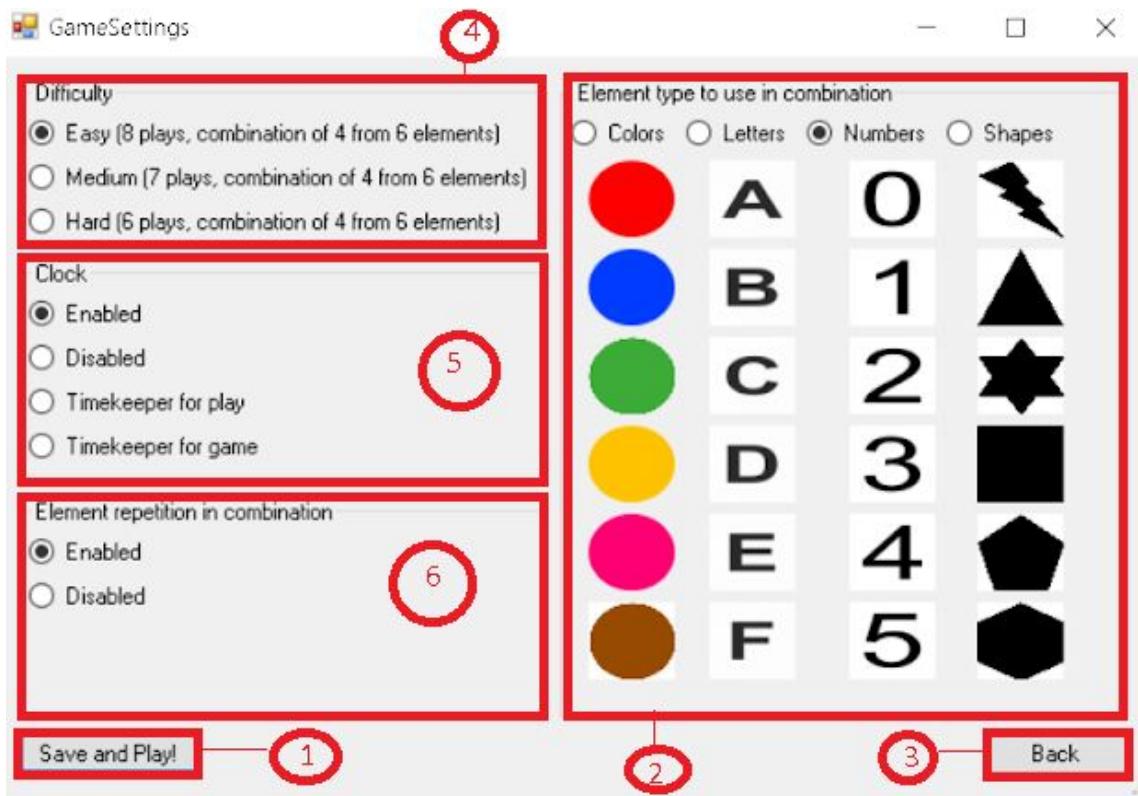
3.5.3.Exit:



This closes the window, and as a consequence the game.

PS: these window functions are the same throughout the whole game so they will only be explained in this section.

Chapter 4: Configuration Window



4.1. Save and play button:

By clicking this button it will save all the selected configurations and charge them into the play window.

4.2. Element Type selection tool:

This box allows the user to choose between four types of elements to play with, this is thought for players who suffer from color blindness, or for little children who do not recognize letters, numbers or shapes, but can tell the difference in shapes.

4.2.1.Colors:



It contains the colors red, blue, green, yellow, pink and brown in that order, by choosing this option the user will play with this elements in the play window.

4.2.2.Letters:



It contains the letters A, B, C, D, E, F, in that order, by choosing this option the user will play with this elements in the play window.

4.2.3.Numbers:



It contains the numbers 0, 1, 2, 3, 4, 5 in that order, by choosing this option the user will play with this elements in the play window.

4.2.4.Shapes:



It contains the shapes lightning, triangle, star, square, pentagon, hexagon in that order, by choosing this option the user will play with this elements in the play window.

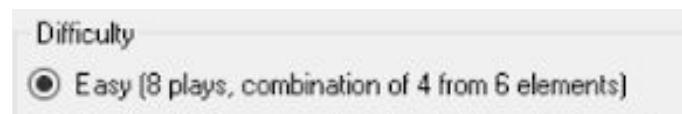
4.3.Back button:

This button will take you back to the main window.

4.4.Difficulty Box:

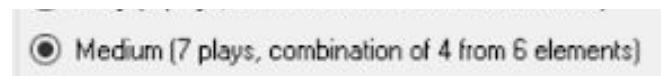
This is one of the more critical and important parts of the game, in this box you will choose which difficulty to use between three different ones, easy, medium, hard, this will be used to save the records.

4.4.1.Easy:



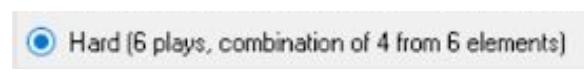
By choosing this difficulty the user will have 8 different plays to guess the right combination.

4.4.2.Medium:



By choosing this difficulty the user will have 7 different plays to guess the right combination.

4.4.3.Hard:



By choosing this difficulty the user will have 6 different plays to guess the right combination.

4.5.Clock or timer box:

In this box the user will choose to have a running clock on the screen, two different types of timekeepers either for each play or the entire game, or to have nothing at all.

4.5.1.Clock Enabled:



This option will put a running clock on the screen going from zero seconds, minutes and hours to a max time of 2 hours.

4.5.2.Clock Disabled:



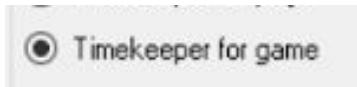
This option will disable all clock options and not displaying the clock at all.

4.5.3.Timekeeper for play:



This option will put a minute on the clock and it will have a minute to complete each play, if the time runs out the player loses.

4.5.4.Timekeeper for game:

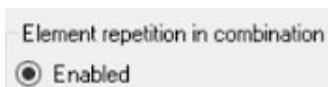


This option will put an hour and a half to complete the entirety of the game if the time runs out the player loses.

4.6.Element repetition box:

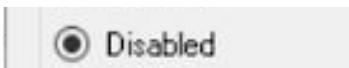
In this box the user has the option to choose if the elements in the random combination can be repeated or not.

4.6.1.Enabled:



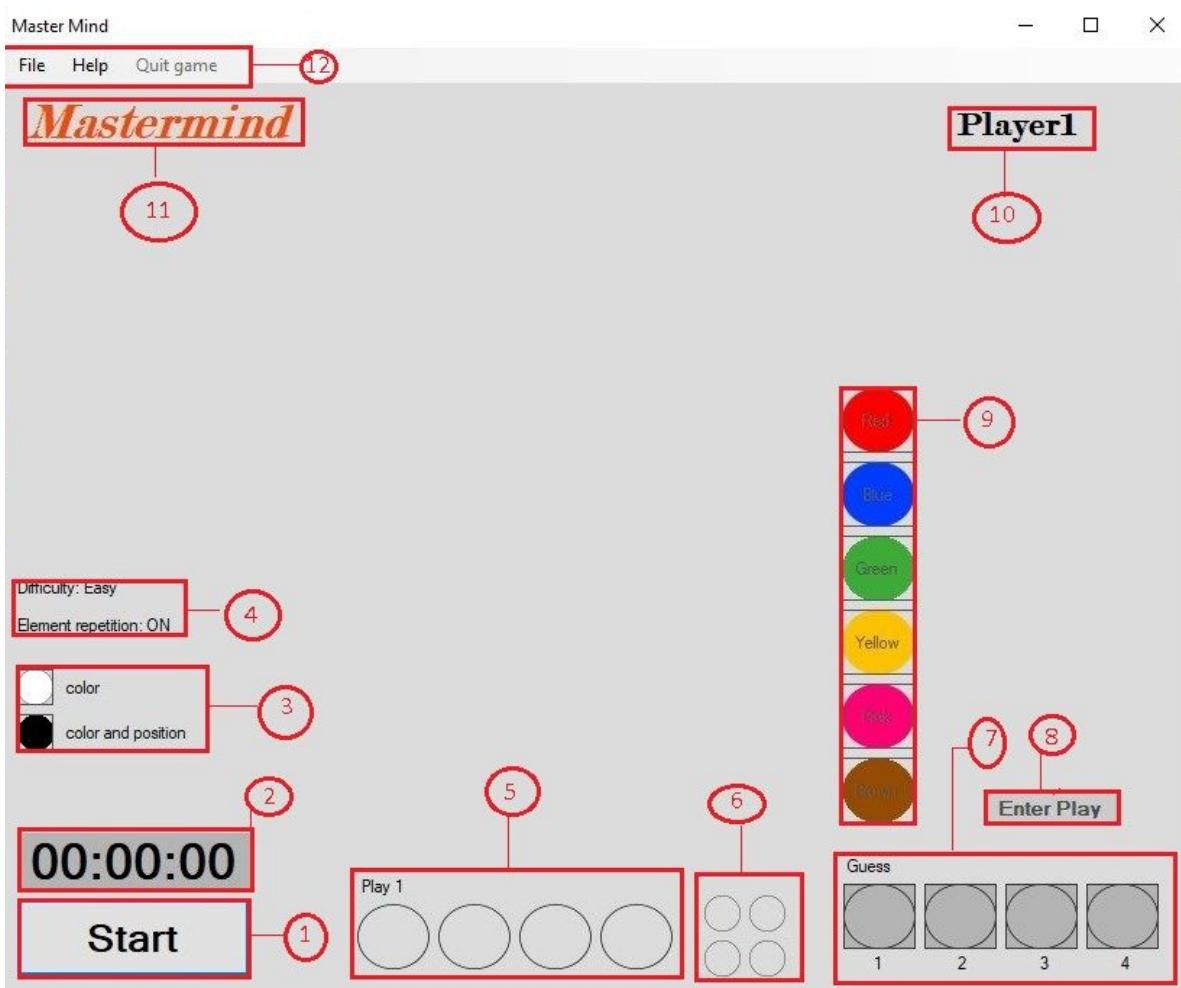
By choosing this option the elements can be repeated in the random combination.

4.6.2.Disabled:



By choosing this option the elements can't be repeated in the random combination.

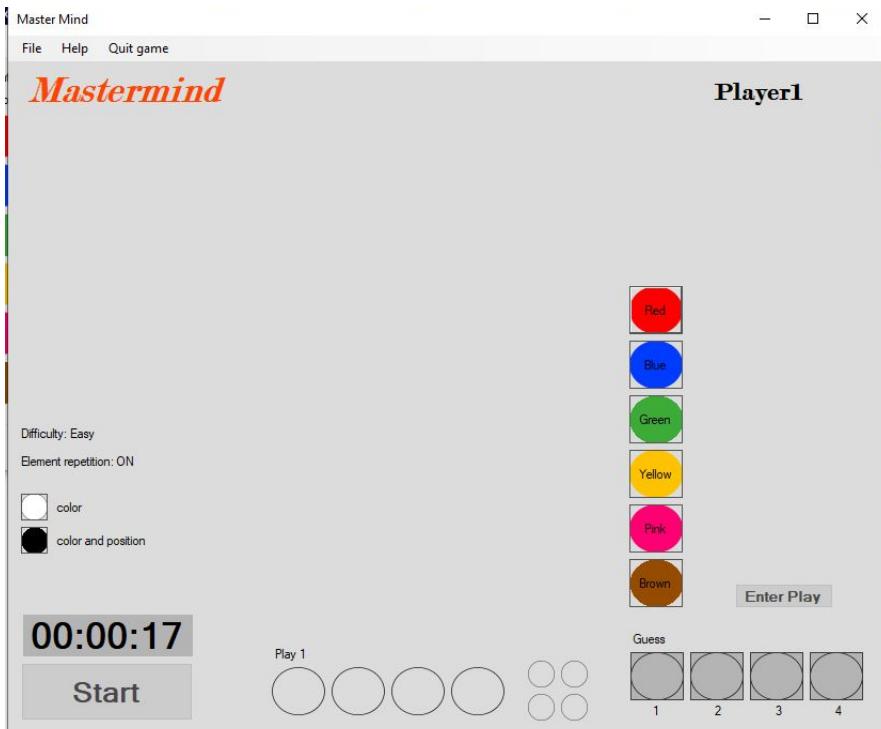
Chapter 5: Game Window



This is the window where the game will be played, all the guesses and qualifications will be made here.

In this section a game with the color elements selected, the difficulty set to easy, color repetition on, and the timer functioning as a clock however the results expected are the same with any selection of settings.

5.1.Start Button:



This will make the timer start, no matter the setting its on, and at the same time it will enable the buttons with the elements and the guess buttons.

5.2.Clock:

This is where the timer in any of its iterations will be displayed, the only way it won't appear is when the disable option is selected.

5.3.Qualification Information:

The function of these two images is to have as reference when the guesses are being qualified, so the user will know if it has the right color and position or only the right color.

5.3.1.White qualification:



The white qualification means the user got an element of the qualification correctly but it wasn't in the right spot.

5.3.2.Black qualification:



color and position

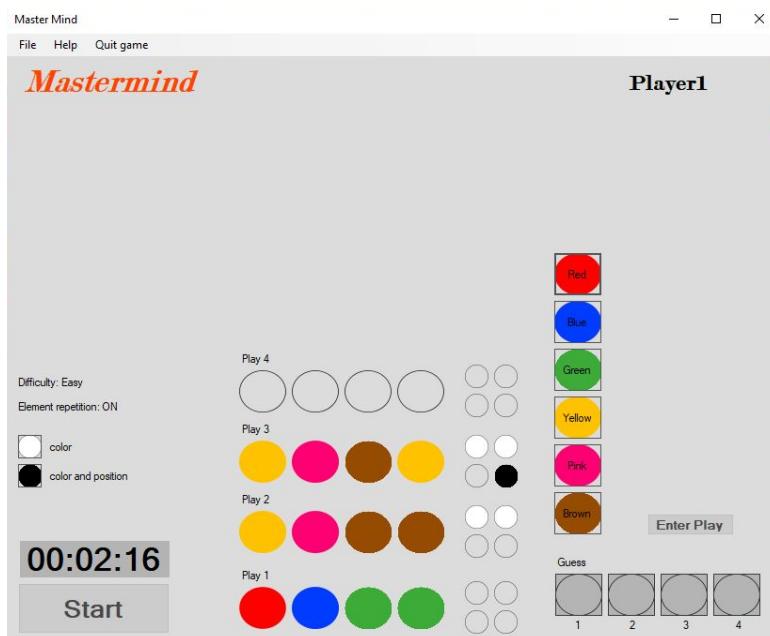
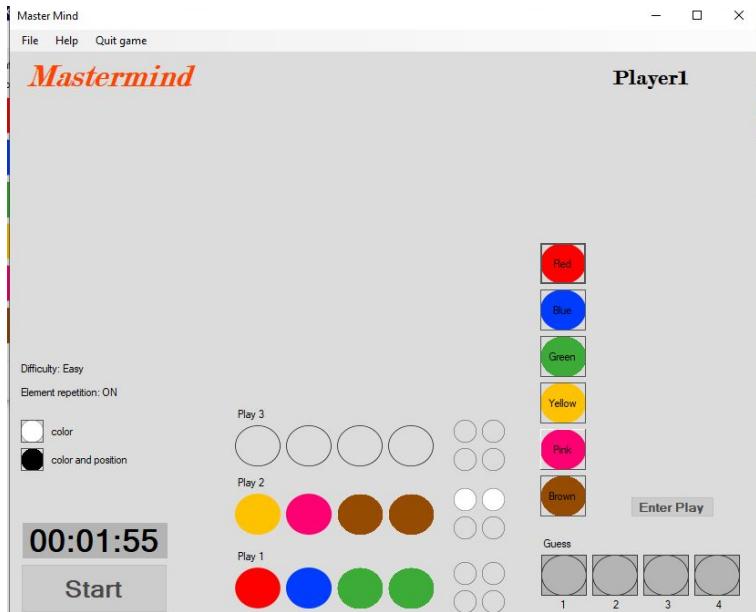
The black qualification means the user got an element of the qualification correctly and it is positioned in the right spot.

5.4.Game settings Information:

This shows the settings that were selected for the difficulty and the repetition of the elements.

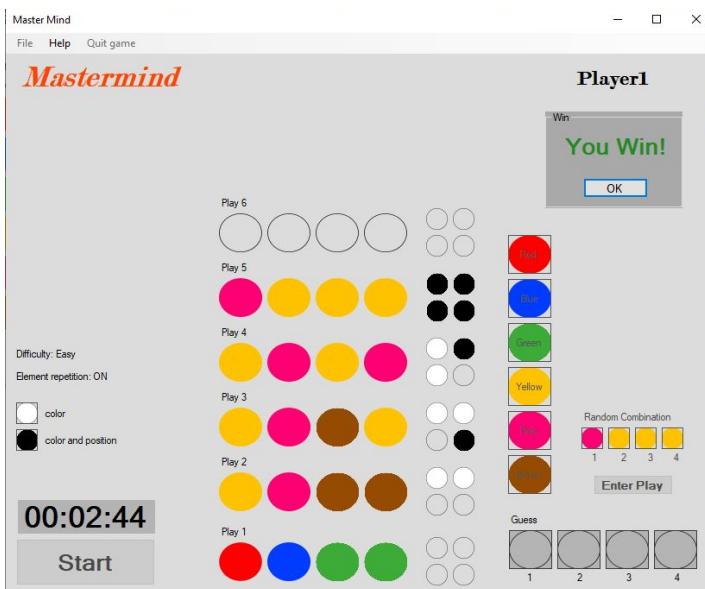
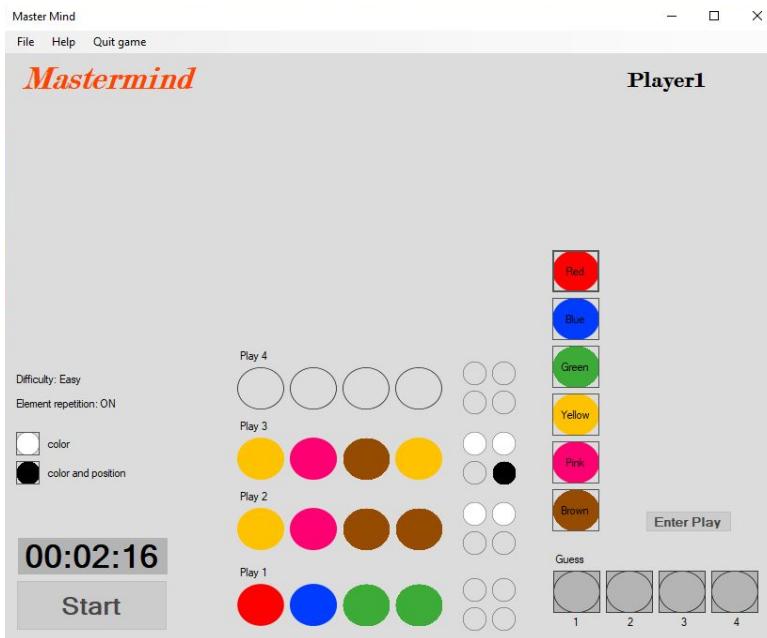
5.5.Play information:

In this four buttons the combinations made in past plays, these will be used by the player as reference to know which elements it got right, this is a tab that will be expanding upwards as the plays progress, take this images as examples:



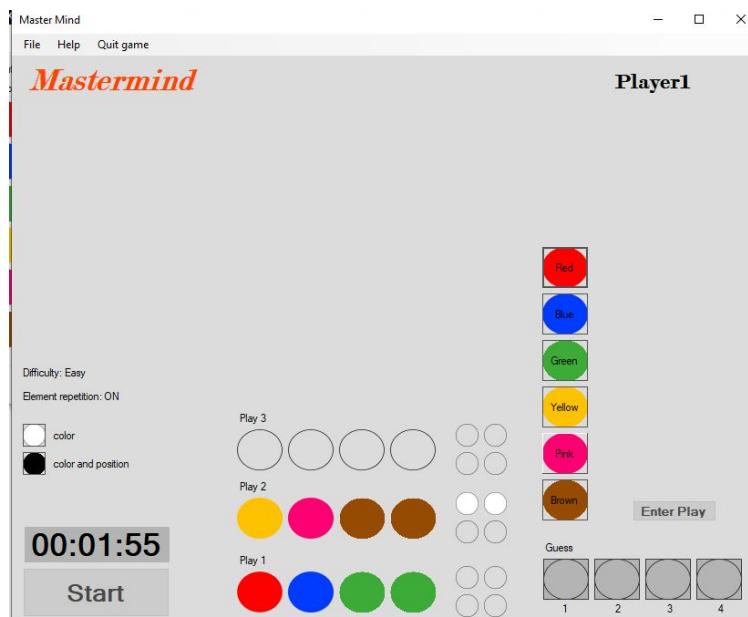
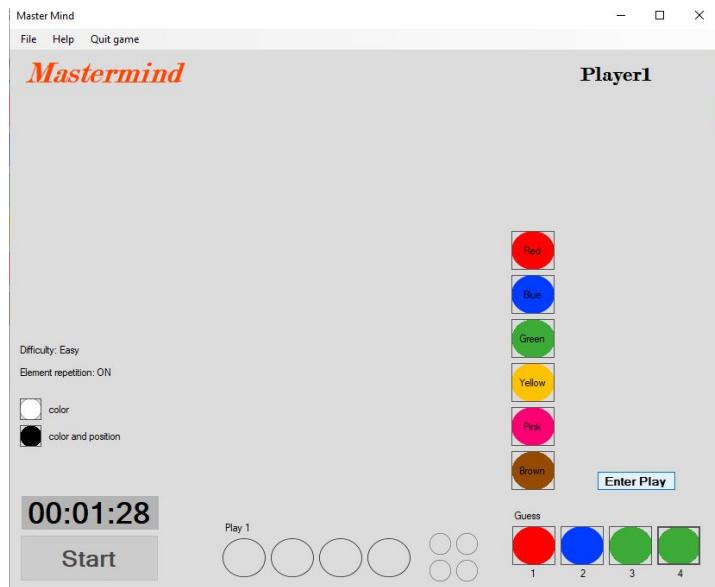
5.6.Qualification:

These four buttons are going to be used as qualification for each of the plays, with the white and black qualification as explained in the Qualification Information section, it is important to remark that the position of each qualification has NOT a connection with a position, meaning they are completely random and are only meant as guidance, here are examples as how it is used.



5.7.Guess buttons:

These are the buttons where the elements are placed to be qualified, they are refreshed in every play to enter the new guesses for the play, in the pictures below is showed how the guesses are filled and how they are cleared and renewed for every play.



5.8.Enter Play button:

This button must be pressed after filling the four guesses for them to be evaluated and given a score, if the clock is turned in timekeeper for play this button will also reset the time in every play.

5.9.Element list:

This column will function as a shelf where all the elements will be, the user must click one of the elements and click the place in the guess box where it wants it to be placed.

5.10.Username:

It's only function is to display the username entered in the main window.

5.11.MasterMind:

It's only function is to show the name of the game.

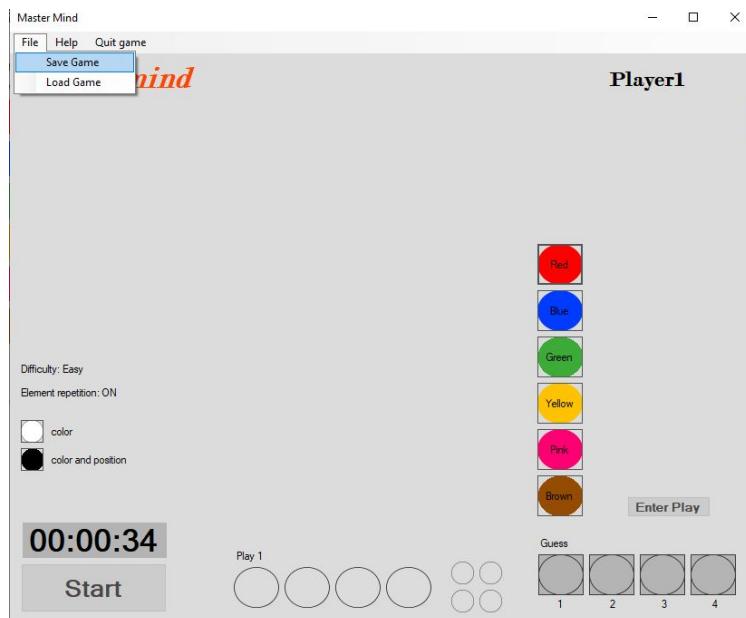
5.12.Play Window menu bar:

This menu bar is used to allow the player to save or to load a game, get help, or quit the game.

5.12.1.File:

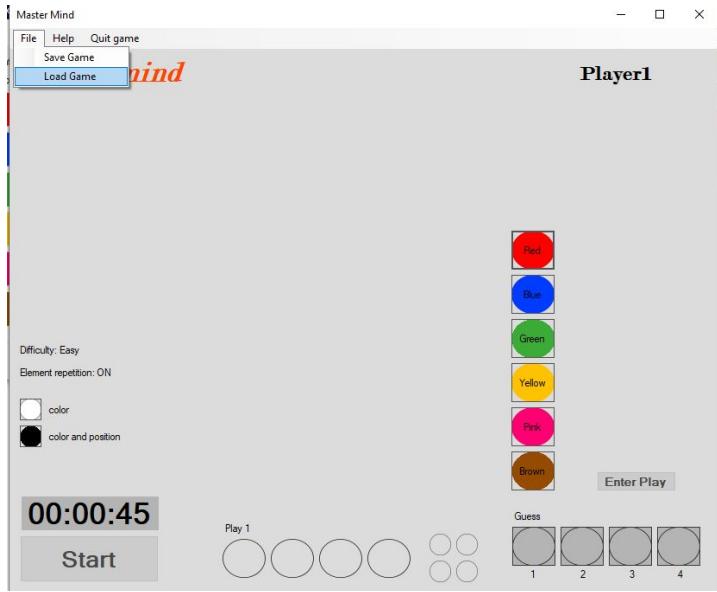
This section will allow the player to save or load a game.

5.12.1.1.Save Game:



This will allow the player to save the game at any given play that it considers important.

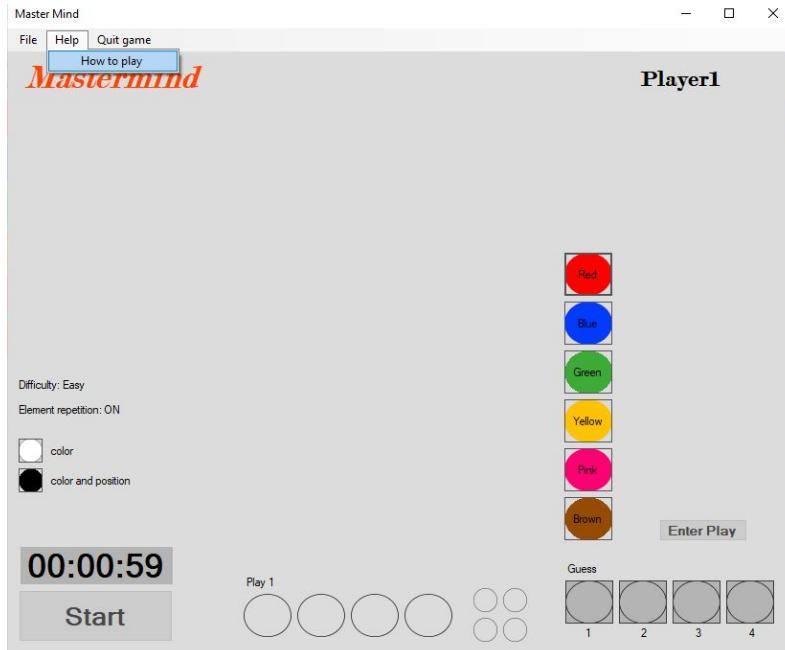
5.12.1.2.Load Game:



This will allow the player to load a game that was previously saved.

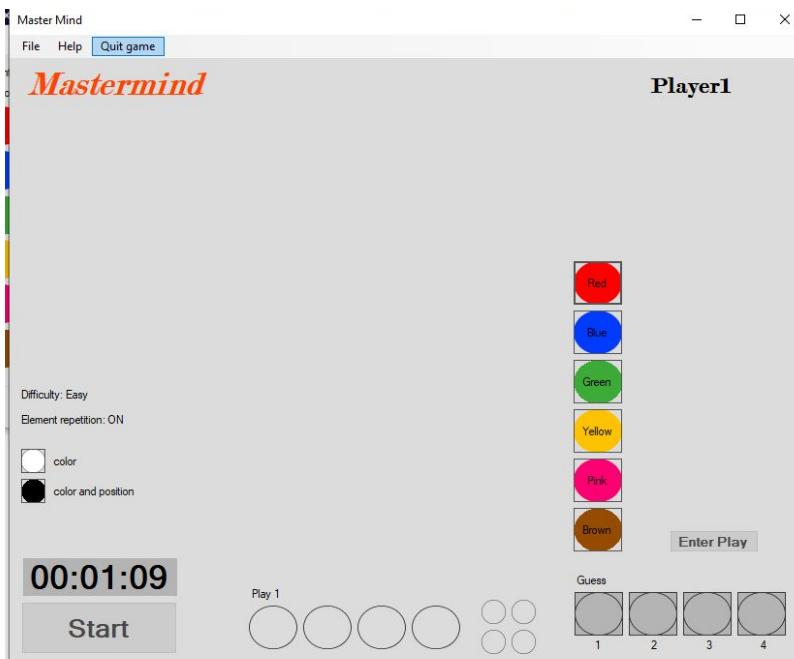
5.12.2.Help:

Clicking this displays the help sub menu which has the how to play option.

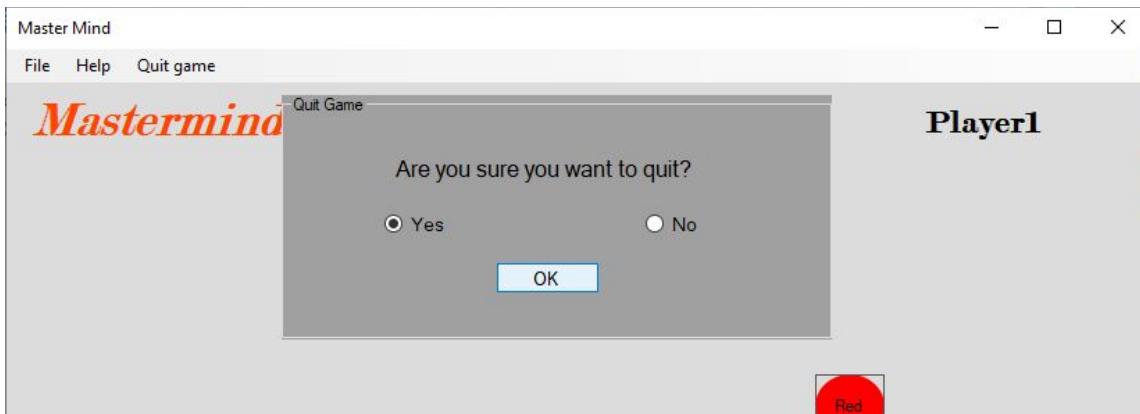


This will display a document with the description of the game and the instructions on how to play.

5.12.3.Quit Game:



By clicking the quit game button a new option appears to confirm you actually want to quit the game.



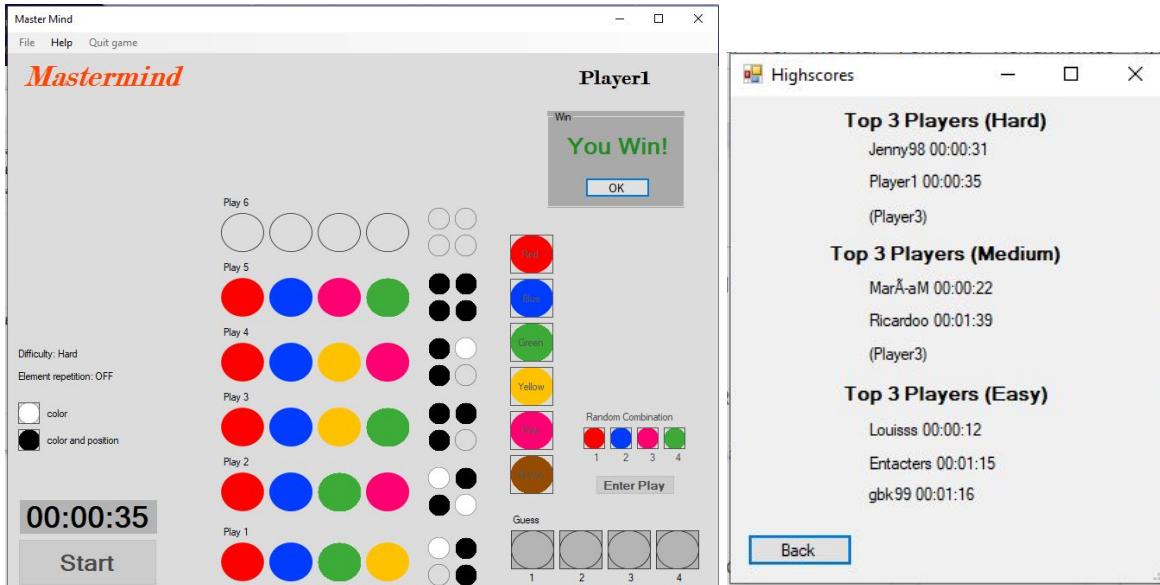
If the user clicks Yes, the game goes back to the configuration window, however if it clicks No, this pop-up window will disappear and the game will go on. It is important to note that after selecting either option the OK button must be pressed in order to confirm and proceed with the action.

Chapter 6: Winning and losing

6.1.Winning:

In order for the player to win it must have all the four qualifications on black meaning it has the correct colors in the correct spot.

When the player wins the game plays an applause sound and it compares its results to previous players, and if the game was better than any of the ones holding a record will be added to the high score list, as shown below.



Here is shown as “Player1” with a time of 35 seconds and hard difficulty was added to the Top 3 players in hard.

6.2.Losing:

There are a few ways to lose, but every single one of them will end up with the sound of disappointment, these ways are:

- If all of the plays ended and the player still did not get the correct answer.
- If the time in timekeeper for plays runs out in a play.
- If the time in timekeeper for game runs out in the game.

Below is the message shown when the user loses:

