

User Manual



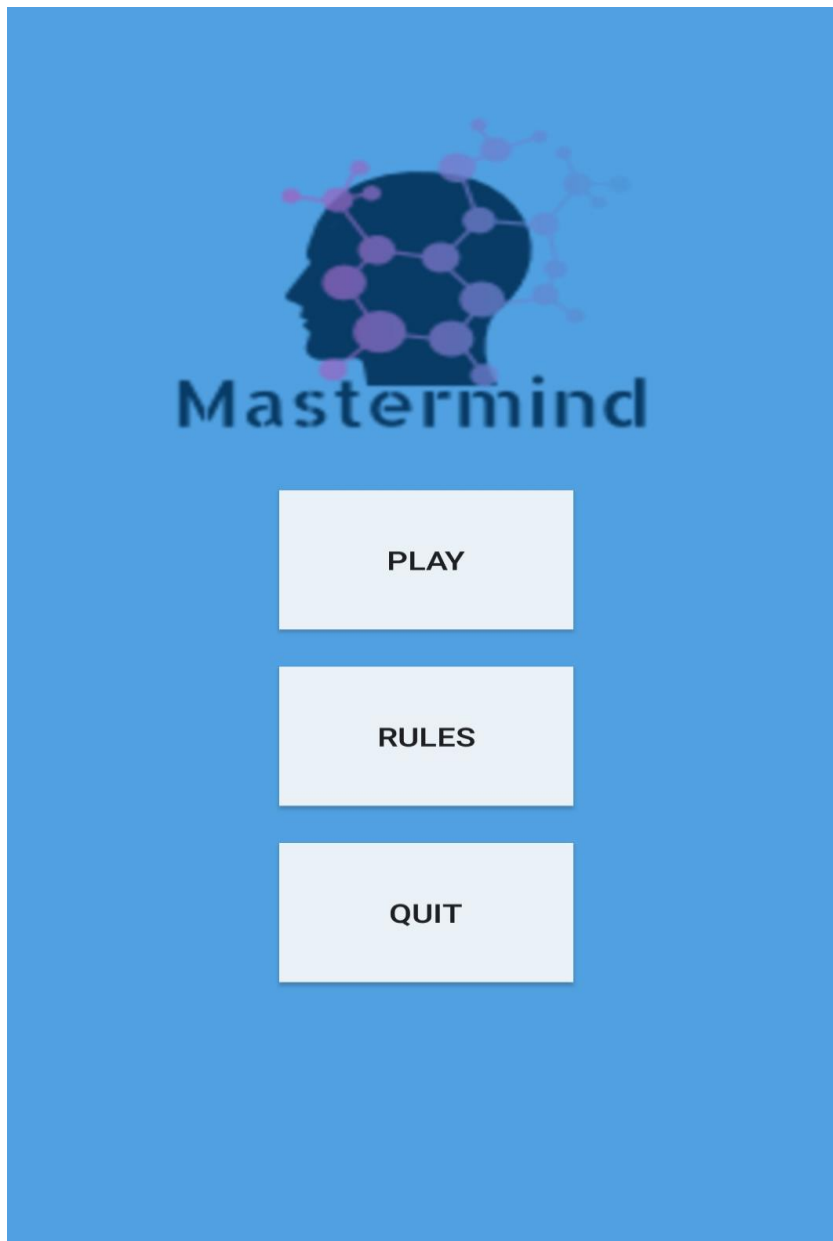
Project – Mastermind Android Application

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Home Screen



This is the home screen for the Mastermind game that the user will be displayed upon starting the application.

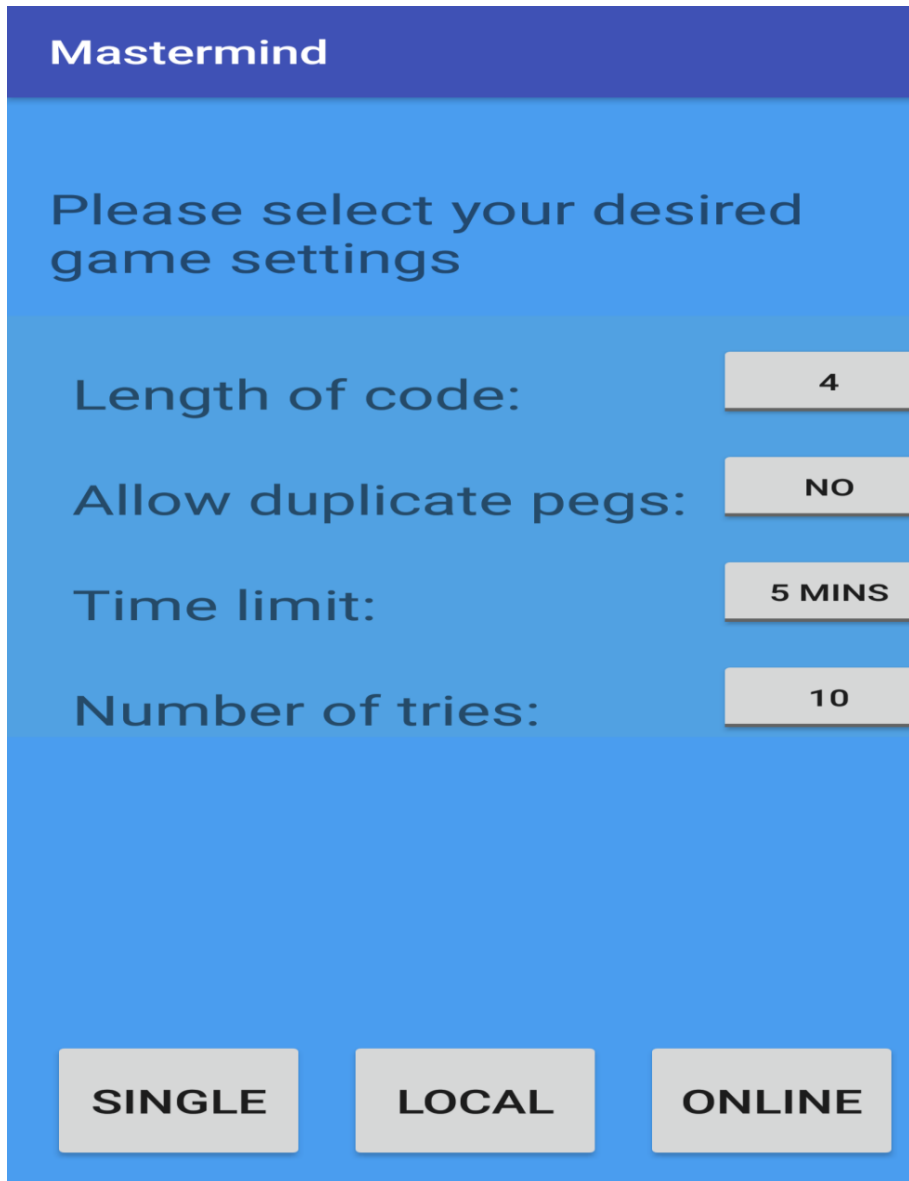
There are 3 options for the user to select on this screen:

1. Play
2. Rules
3. Quit

Follow the guide below to understand how to interact with the game.

1.Play

By selecting the “Play” button on the home screen, the user will be brought to the game settings page.

A screenshot of the Mastermind game settings screen. The screen has a blue background. At the top, there is a dark blue header with the word "Mastermind" in white. Below the header, the text "Please select your desired game settings" is displayed in a dark blue font. There are four settings, each with a label and a corresponding input field: "Length of code:" with a field containing "4", "Allow duplicate pegs:" with a field containing "NO", "Time limit:" with a field containing "5 MINS", and "Number of tries:" with a field containing "10". At the bottom of the screen, there are three buttons labeled "SINGLE", "LOCAL", and "ONLINE" in a light gray box.

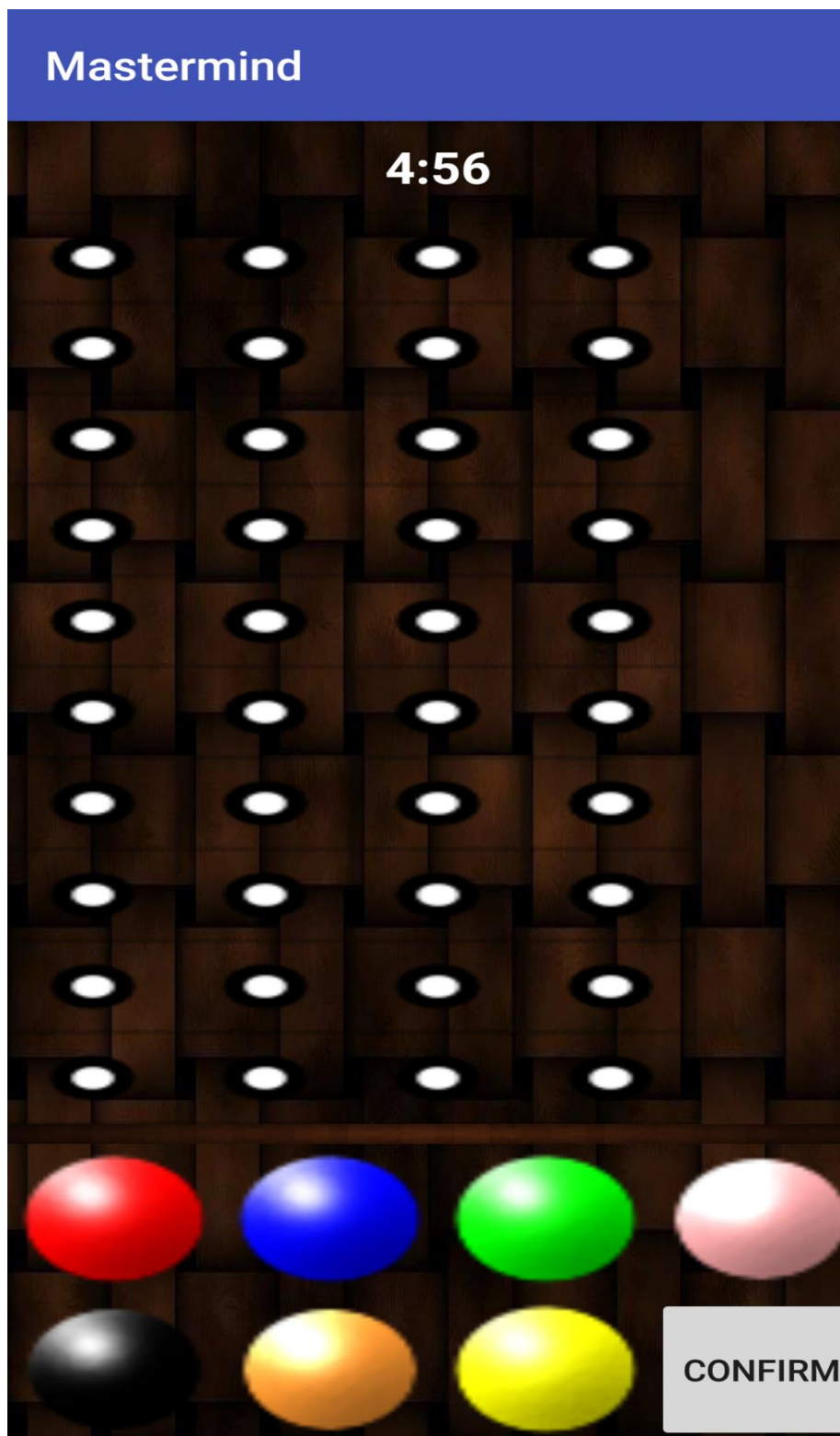
The user will be able to select their desired game settings on this page, for example, the length of code.

These settings will then be applied to the board in the game mode they select.

The user then has 3 game modes they can select from this screen after choosing their settings:

1. Single Player
2. Local Multiplayer
3. Online Multiplayer

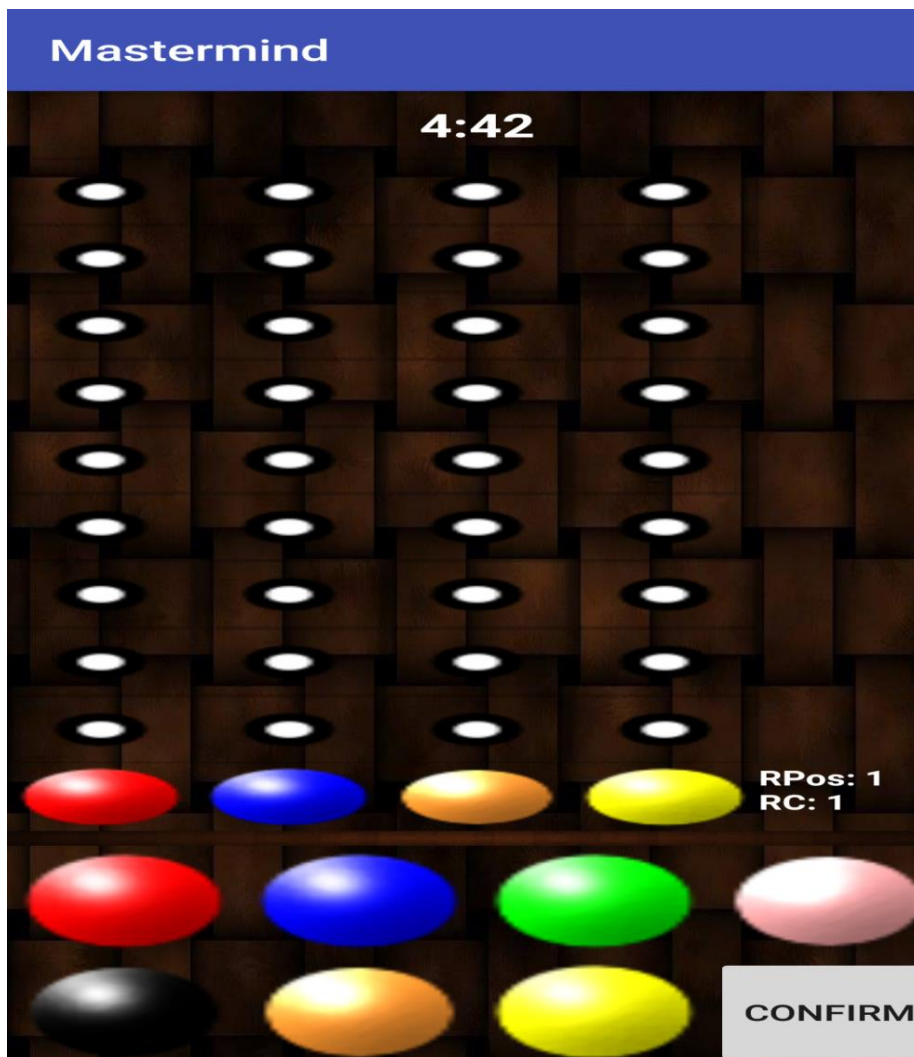
1.1 Single Player



This is a single player game where the user selected the length of code to be 4, the time limit to be 5 minutes, the number of tries to 10 and no duplicates.

How the game works:

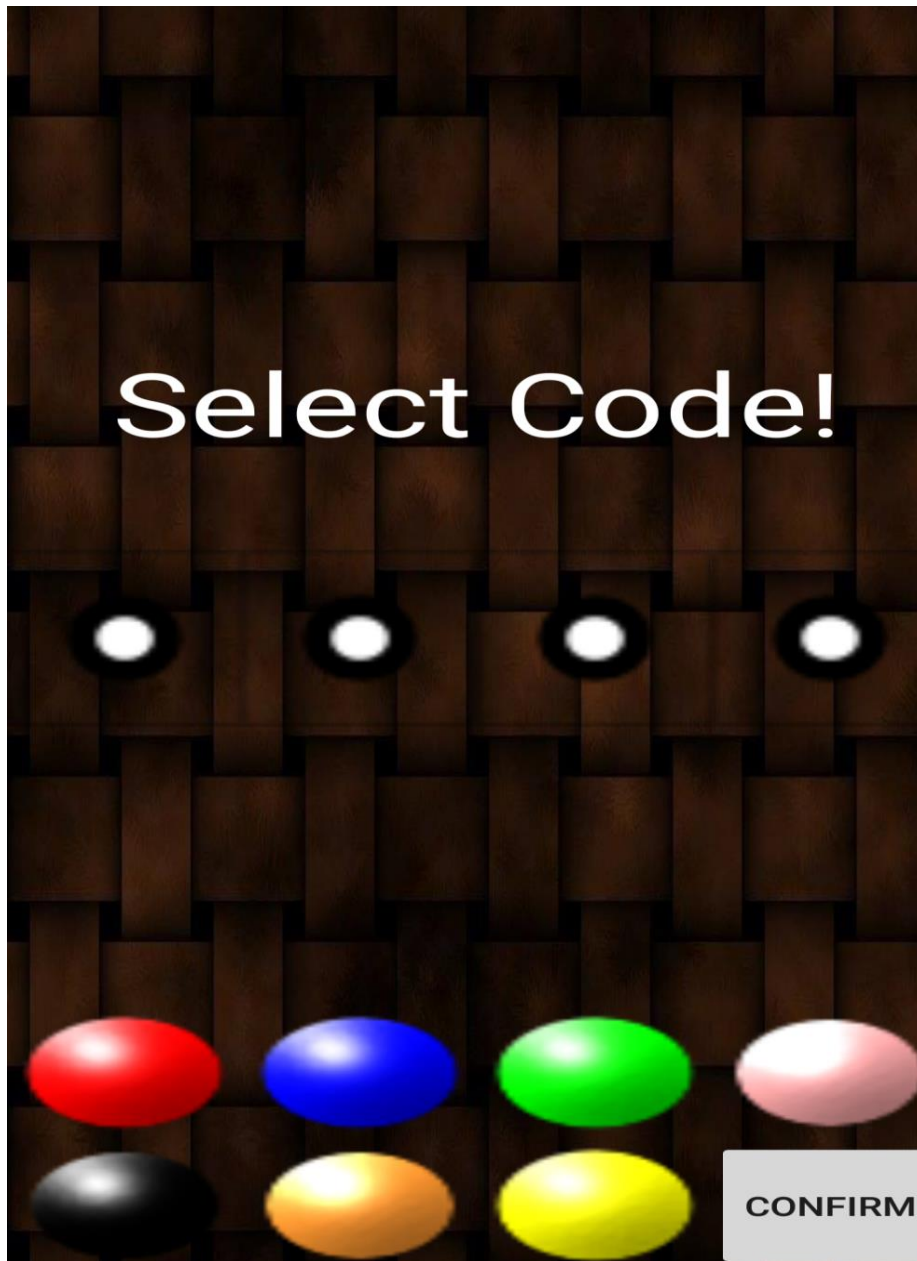
- i. The user will start by selecting a guess.
- ii. To do this, they will select a colour from the options at the bottom of the screen.
- iii. They will then select slot on the bottom row and put the coloured peg in that position.
- iv. Repeat step two and three until the first row is filled with a guess.
- v. Press the “Confirm” button.
- vi. The user will then be given feedback on their guess e.g right colour (RC) and right position (R pos).



- vii. This process is then repeated until the time runs out, the player runs out of guesses or the code is cracked.
- viii. When the game is over, the user will be brought back to the game settings screen.

1.2 Local Multiplayer

The player will be directed to this screen if they select “Local” on the game settings screen:



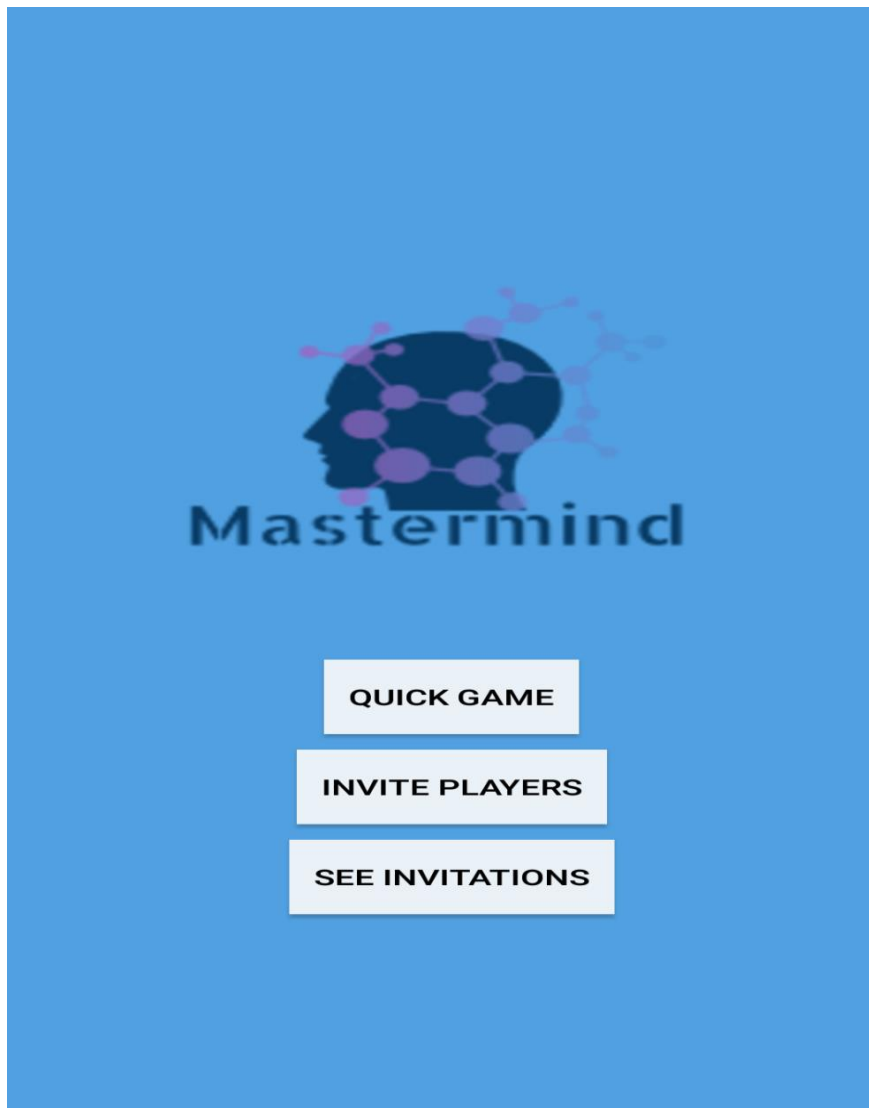
This is the code select screen.

On this screen, a player will be handed the device and they will set the code that the other person has to crack.

When they have set the code, they will then hand the device to the other player and they will attempt to crack the code.

The game follows the same steps as in section 1.1

1.3 Online Multiplayer



Upon selecting the “Online” option on the game settings page, the user will be brought to the following screen.

The user now has 3 options:

- Quick Game – The user will be brought to a waiting room and will auto-match with another user.
- Invite Players – The user will be able to search for a friend’s username and invite them to play a game.
- See invitations – This allows the user to see any pending invitations that they can accept and join the game.

When the game is started there will be 3 rounds:

Round 1 – Player two selects the code, then player one attempts to crack it.

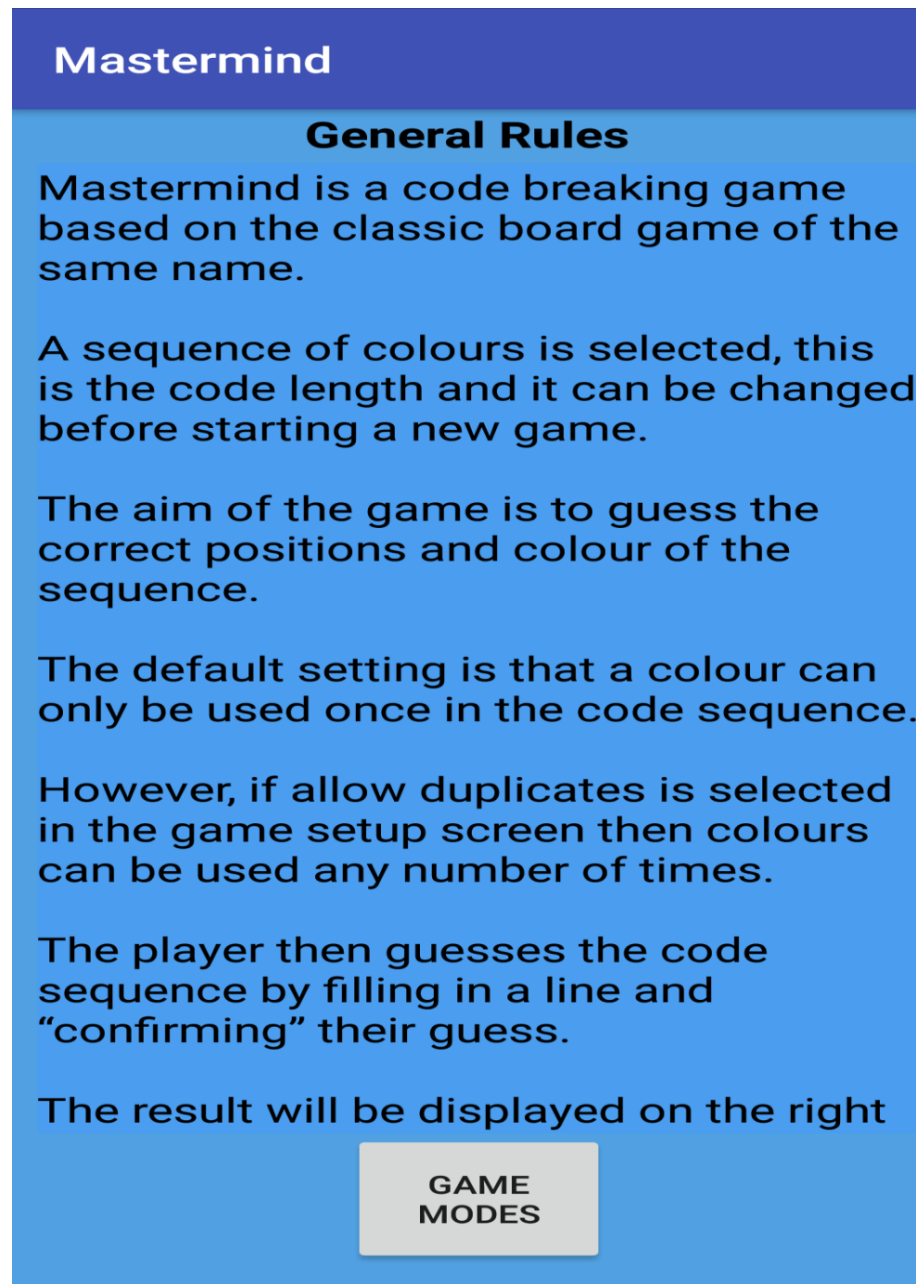
Round 2 – Player one selects the code, then player two attempts to crack it.

Round 3 – Both players are given the same code and they race against each other to crack it.
The first to solve the code, wins the round.

The game follows the same steps as in section 1.1

2.Rules

Upon selecting the “Rules” button from the home screen, the user will be directed to the following page:



This page gives the user all of the information about the game “Mastermind”.

The general rules for the game are here and can be viewed by scrolling the page vertically.

The user may also select the “Game Modes” button which can be seen in section 2.2.

2.2 Game Modes Rules

Mastermind

~~~~~Single player~~~~~

The code is randomly generated by the computer based on the code length you specify in the game set up.

The player then guesses the code and attempts to break it in the number of guesses and time limit chosen.

The player wins if they are successful in cracking the code.

~~~~~Local Multiplayer~~~~~

The code is selected by player two on the same device.

Player two then submits the code.

Player one is then handed the device and must attempt to crack the code.

If player one solves the code then they are the winner.

However, if they fail to solve the code then player two is the winner.

This page contains the rules and information for each specific game mode of Mastermind.

The page can be viewed by scrolling the page vertically.