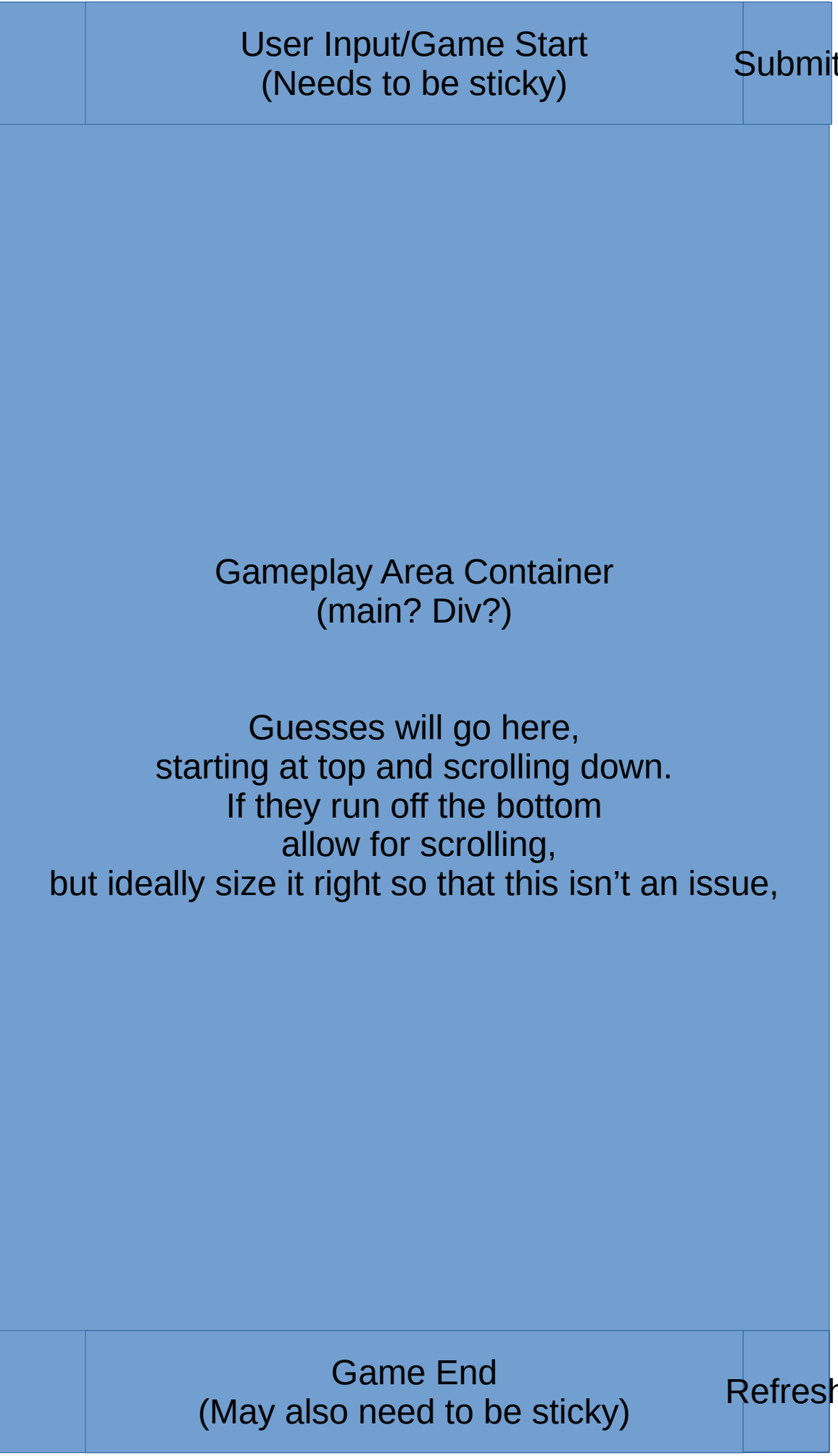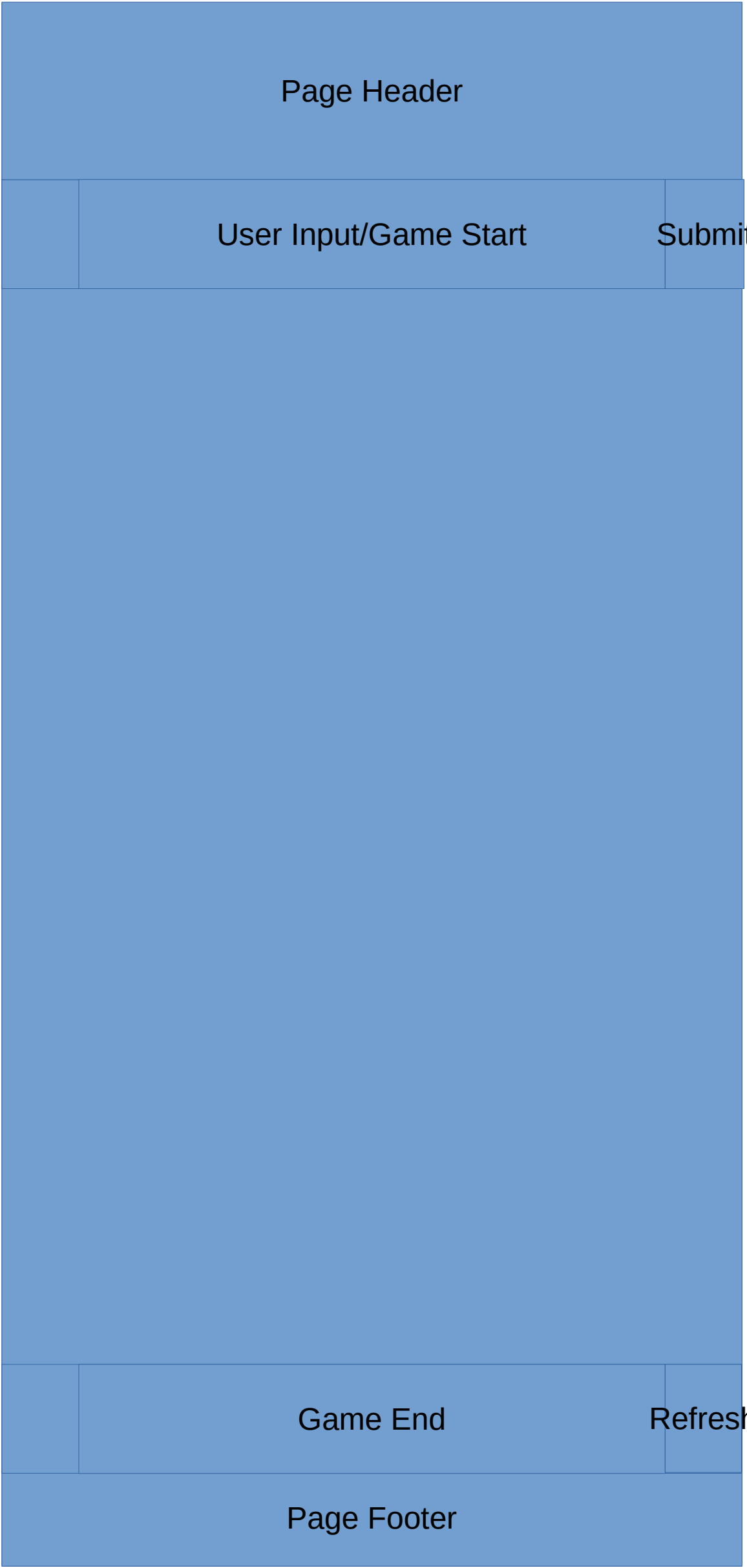Mastermind

Core gameplay:
-Computer picks A objects of B colours
-User guesses string of colours
-Computers tells if each colour is in Poisiton, Out of position, Or not present
-User repeats

Maximum number of attempts.

Mobile First

Page Header

User Input/Game Start | Submit

32.0/19 *9
15,15

Game End | Refresh

Page Footer

User Input/Game Start
(Needs to be sticky) | Submit

Gameplay Area Container
(main? Div?)


Guesses will go here,
starting at top and scrolling down.
If they run off the bottom
allow for scrolling,
but ideally size it right so that this isn't an issue,

Game End
(May also need to be sticky) | Refresh

User
Guess
Input

Submit

User's
guess
history

Computer
Response

Computer's
Guess

Remains hidden
till success state
reached

Restart button

```
Game Start

Is user's Guess correct?  ──Yes──▶  Win State        End Game
        │
        No
        │
        ▼
Computer Generates
String
        │
        ▼
User Turn Start
        │
        ▼
User enters guess

Check each input ─────────────────────┐
        │                │            │
        ▼                ▼            ▼
    Is Right        Is Present    Is Wrong
        │                │            │
        ▼                ▼            ▼
  Guess Green      Guess Yellow   Guess Red
        │                │            │
        └────────────────┴────────────┘
                         │
                         ▼
Clear Input  ◀───  Push to history
```

User can only submit if input not clear

Input is a Select call