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2021-12-06

Mastermind

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# Project description

I am going to do a digital adoption of the boardgame Mastermind (<https://en.wikipedia.org/wiki/Mastermind_(board_game)>). I’ve always want to do that and now seems to be the perfect time.

I think Mastermind is a great game and can be adopted in quite a few ways. I will start to do a MVP, minimum viable product, which is the base game.

The program will randomly choose four colors (only using one color one time). The player has ??TEN?? tries to guess the right color in the right order. After each attempt the player will be informed about number of colors in the right place, number of colors in the wrong place, but not which color. Color representations will be letters.

When MVP is reached there are quite a few nice features to add:

* High scores
  + Based on attempts and time
  + Saved in file
* More advanced gui
  + More advanced playing field
  + Drag and drop of colors
* More game modes
  + Easy mode – Result of each guess will show which color that is correct and/or correctly placed
  + Hard mode - Allow use of same color multiple times
* Save game
  + Save your progress mid-game
  + The save file needs to have the answer encrypted.

My children like Mastermind so I will force them to play my creation!

# Class diagram