# MasterMind C++ Challenge

The challenge is to implement a MasterMind [1] game in object oriented C++, developed as a professional assignment. As we do not care much about GUIs, a command interface is fine. You do not need to cover all aspects of the game, but at least implement the most important parts and structures.

You should spend no more than an ordinary working day on the challenge. At the interview, we will dive into the architecture and design of your MasterMind implementation and finally along with a software developer, you will walk through the code for deeper evaluation.  
  
[1] <https://en.wikipedia.org/wiki/Mastermind_(board_game)>