Checkpoint 1

Project Name: MasterMind, a game written in Java that simulates a board game.

Users: People who enjoy games of logic and chance

Description: MasterMind is a game that is written in Java.awt and Java.swing. The player guesses an n-digit code, where n is set at the beginning of the game via the GUI. The game then outputs the amount of digits that the guesser got with the correct position and value, and the amount that the guesser got with the correct value but incorrect position.

New learning: I will have to learn java.awt and java.swing, and I will have to show my proficiency in class design.

Milestones:

5/20 – finish all game code

5/21 – start building user interface

5/25 – add in features such as length changing to interface