

**Year:** II B. Tech – CSE(CIC) **Date:** 17/02/2025

**Section: B**

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**Project Category :**

**Title of the Project : Master Mind Game**

**Project Guide : Shaik Sameerunnisa**

**Abstract:**

Mastermind is a code-breaking game where one player creates a secret code, and the other player attempts to guess it within a limited number of tries. In Python, an abstraction of the Mastermind game involves creating a system that handles the key components: generating a secret code, comparing guesses to the code, and providing feedback. The game typically uses a list or array to represent the secret code and the guesses. For instance, the secret code can be generated randomly from a predefined set of colours or digits, and the player's guess is compared using a feedback system that tells the player how many correct colours or digits are in the correct position (exact matches) and how many are correct but in the wrong position (partial matches).

Signature of the student Signature of the Guide