Mastermind: PROP Project (FIB | UPC Q1 2017-18)

Team Members

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Folder description

data/: Includes the persistent data objects and stores in-game information.

docs/: Contains all the documentation of the project.

src/: Contains the source code of the project.

out/: Contains the binary code of the build.

How to run and compile Mastermind

Execute 'make' to compile the distributed code.

Execute 'make run' to run the compiled code.

Execute 'make jar' to generate a portable jar file.

Execute 'make runjar' to run the compiled jar file.

Execute 'make clean' to clean up the out folder.