

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

---

## Team Members

Alonso Gonzalez, Elena [elena.alonso.gonzalez@est.fib.upc.edu](mailto:elena.alonso.gonzalez@est.fib.upc.edu)

Borrell Roig, Oriol [oriol.borrell.roig@est.fib.upc.edu](mailto:oriol.borrell.roig@est.fib.upc.edu)

Rico Carreto, Alexis [alexis.rico@est.fib.upc.edu](mailto:alexis.rico@est.fib.upc.edu)

## 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.

**test/**: Contains some execution test entries for basic functionality.

## 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.