

Game State 0: Difficulty  
Selection Screen

# Mastermind Board Game: Medium Fidelity Sketch Wesley Havens CS 361: Summer 2021 Credits: Created with draw.io

Game is displayed on a  
single viewport for the  
user's web browser.

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By default, 6 colors and  
10 turns are selected,  
user may choose  
different values  
On select: Highlight  
Only may choose one  
number at a time for both  
difficulty settings

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User's Web Browser

**Welcome to Mastermind Board game!**  
First, please choose number of puzzle pieces:  
(Less pieces is easier, more pieces is more difficult)

Easier  Harder

4 5 6 7 8 9 10

Next choose number of guesses you are allowed:  
(More guesses is easier, less is more difficult)

Easier  Harder

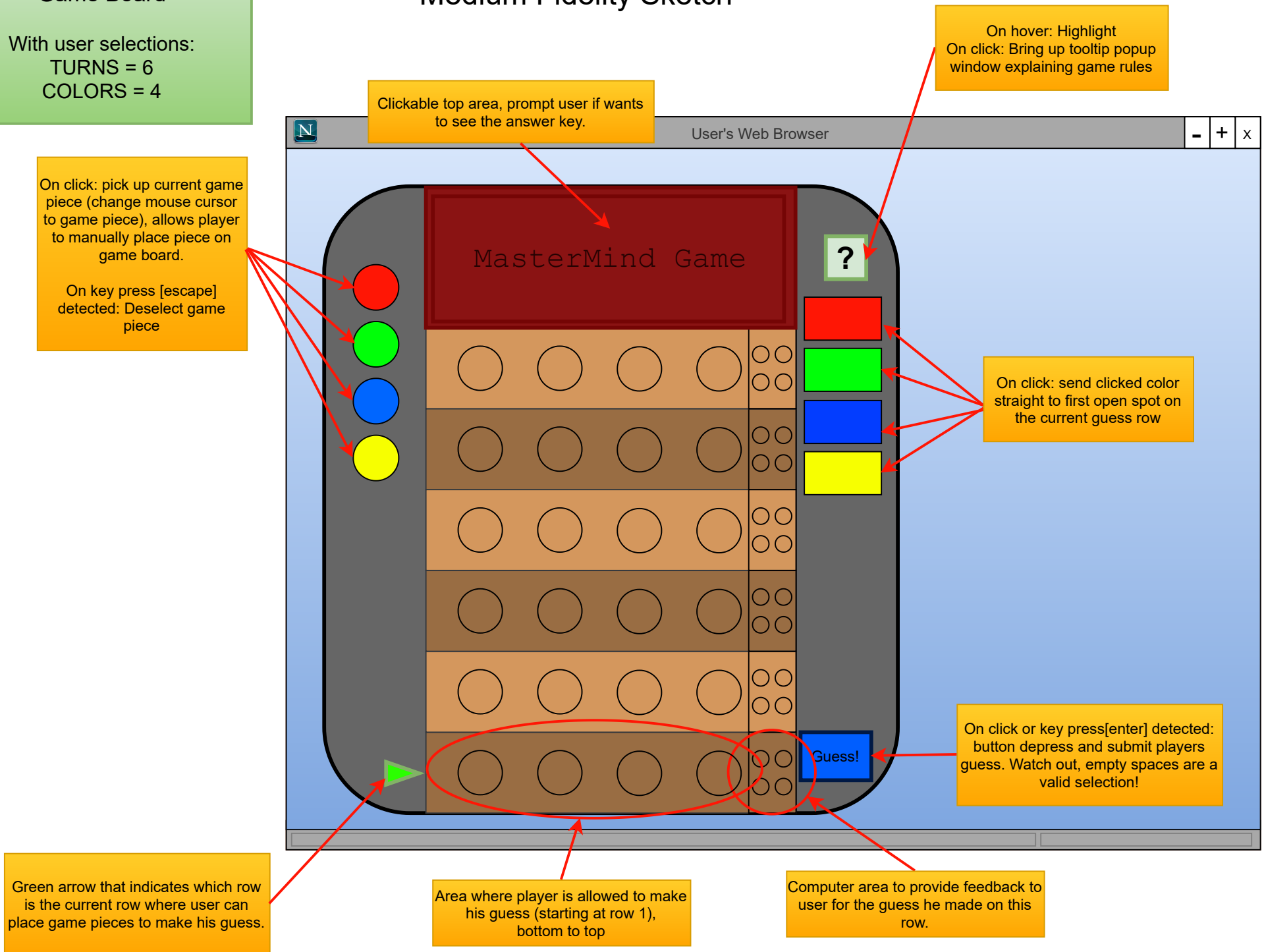
14 13 12 11 10 9 8 7 6

Start Game

## Game State 1: Initialize Game Board

With user selections:  
TURNS = 6  
COLORS = 4

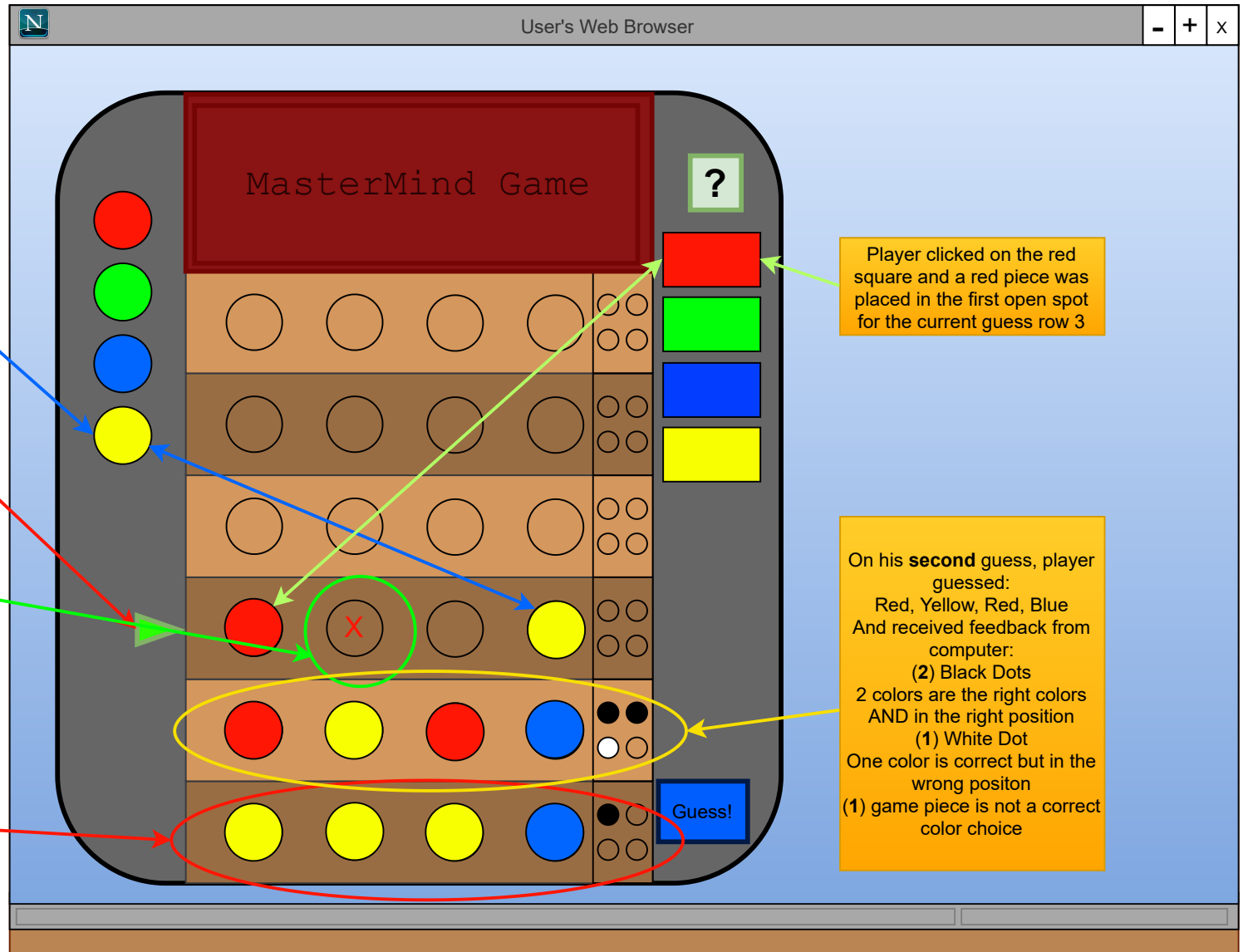
## Mastermind Board Game: Medium Fidelity Sketch



## Game State 2: Game in Progress

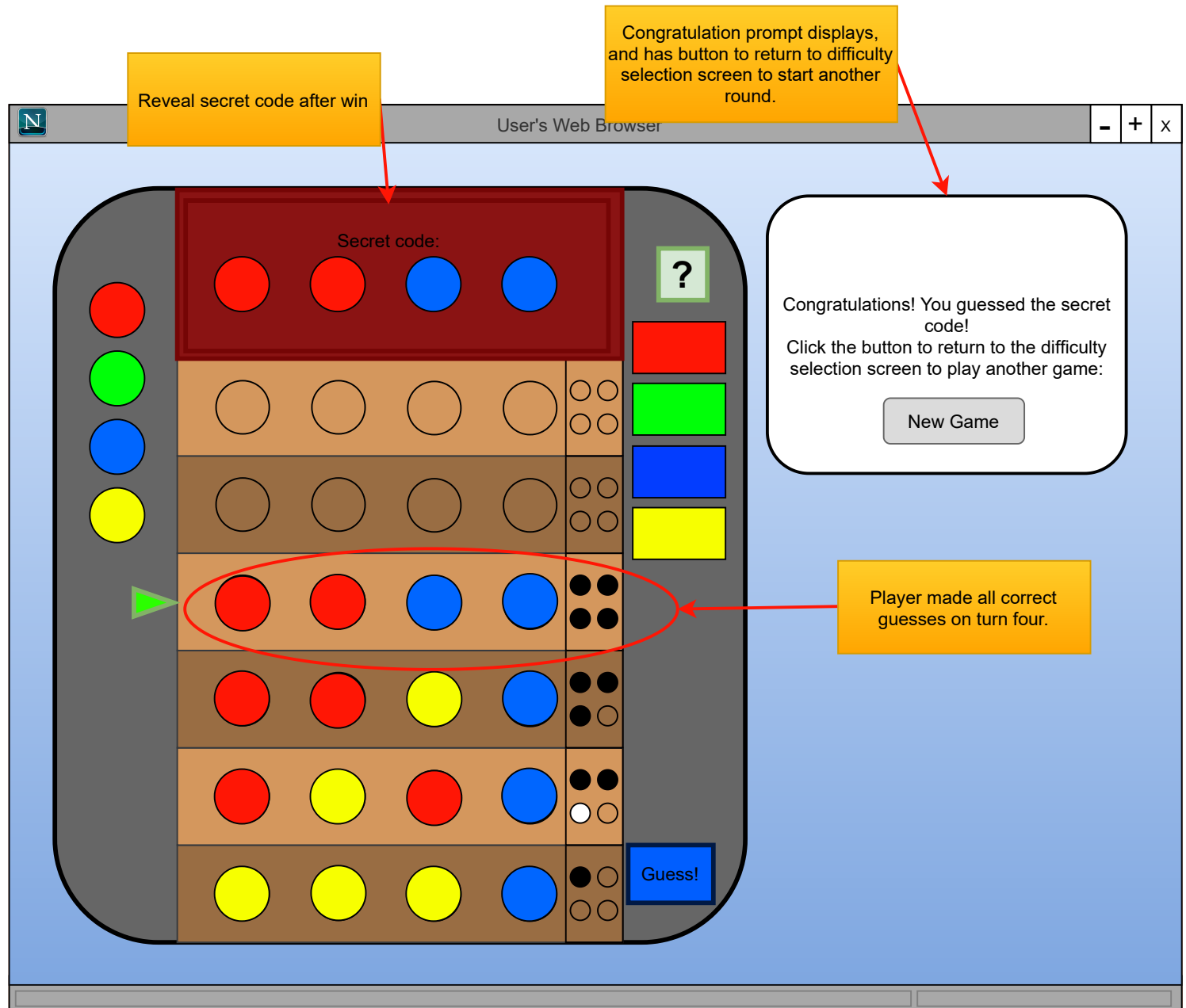
With user selections:  
TURNS = 6  
COLORS = 4

## Mastermind Board Game: Medium Fidelity Sketch



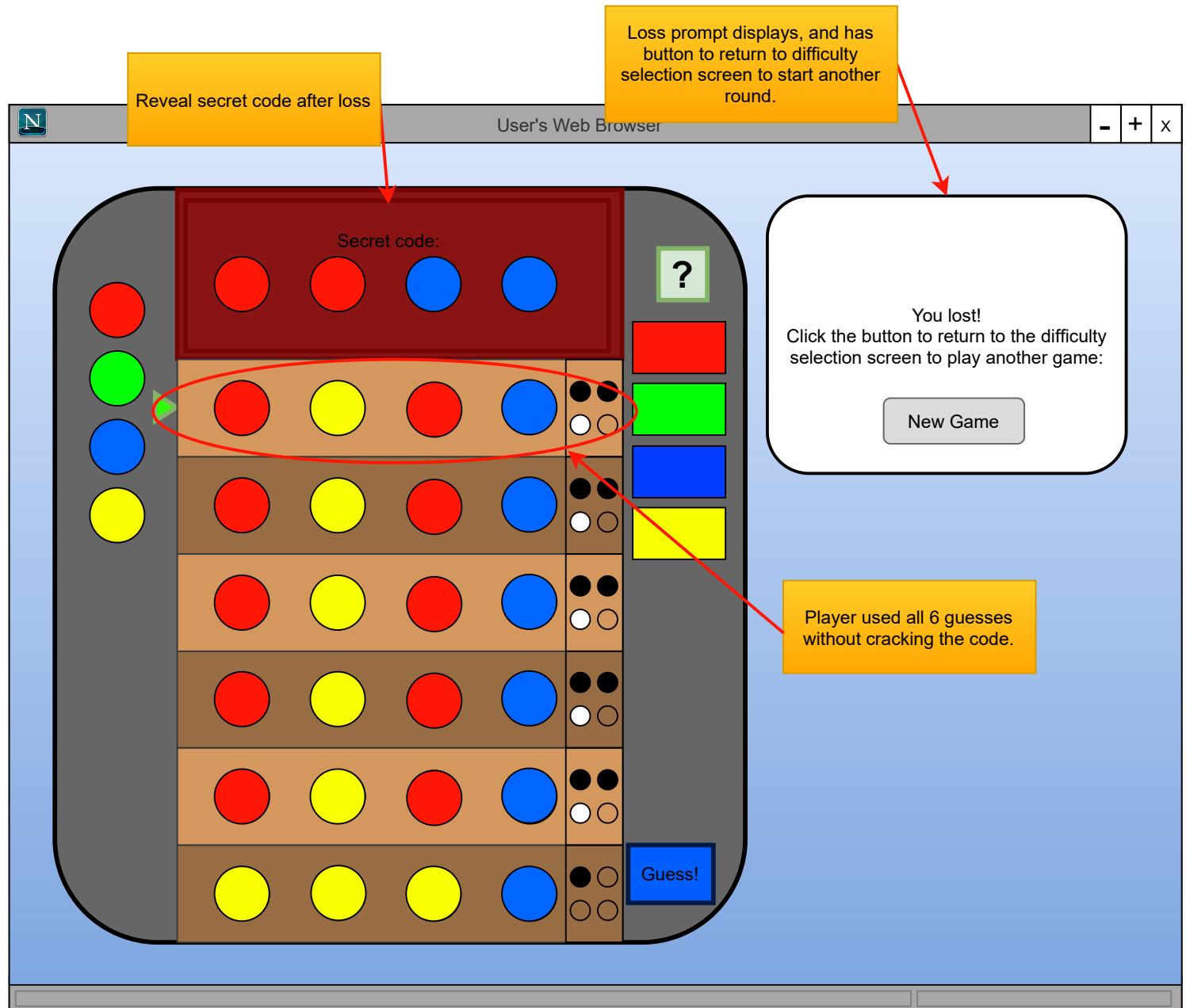
## Game State 3: Game Won

# Mastermind Board Game: Medium Fidelity Sketch



## Game State 4: Game Lost

# Mastermind Board Game: Medium Fidelity Sketch



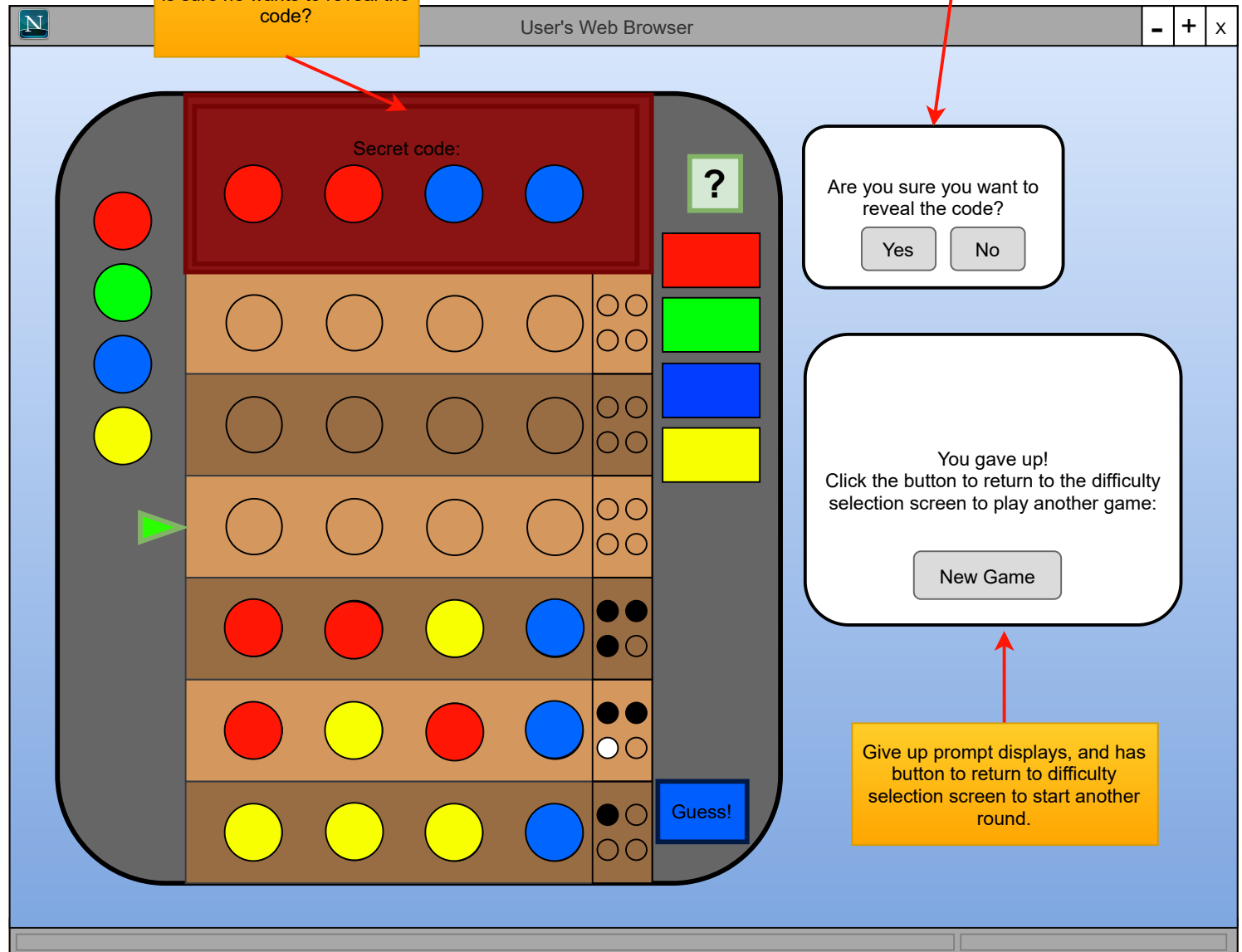
Game State 5: User revealed code

## Mastermind Board Game: Medium Fidelity Sketch

Player clicks on top area,  
prompt appears: Ask user if he  
is sure he wants to reveal the  
code?

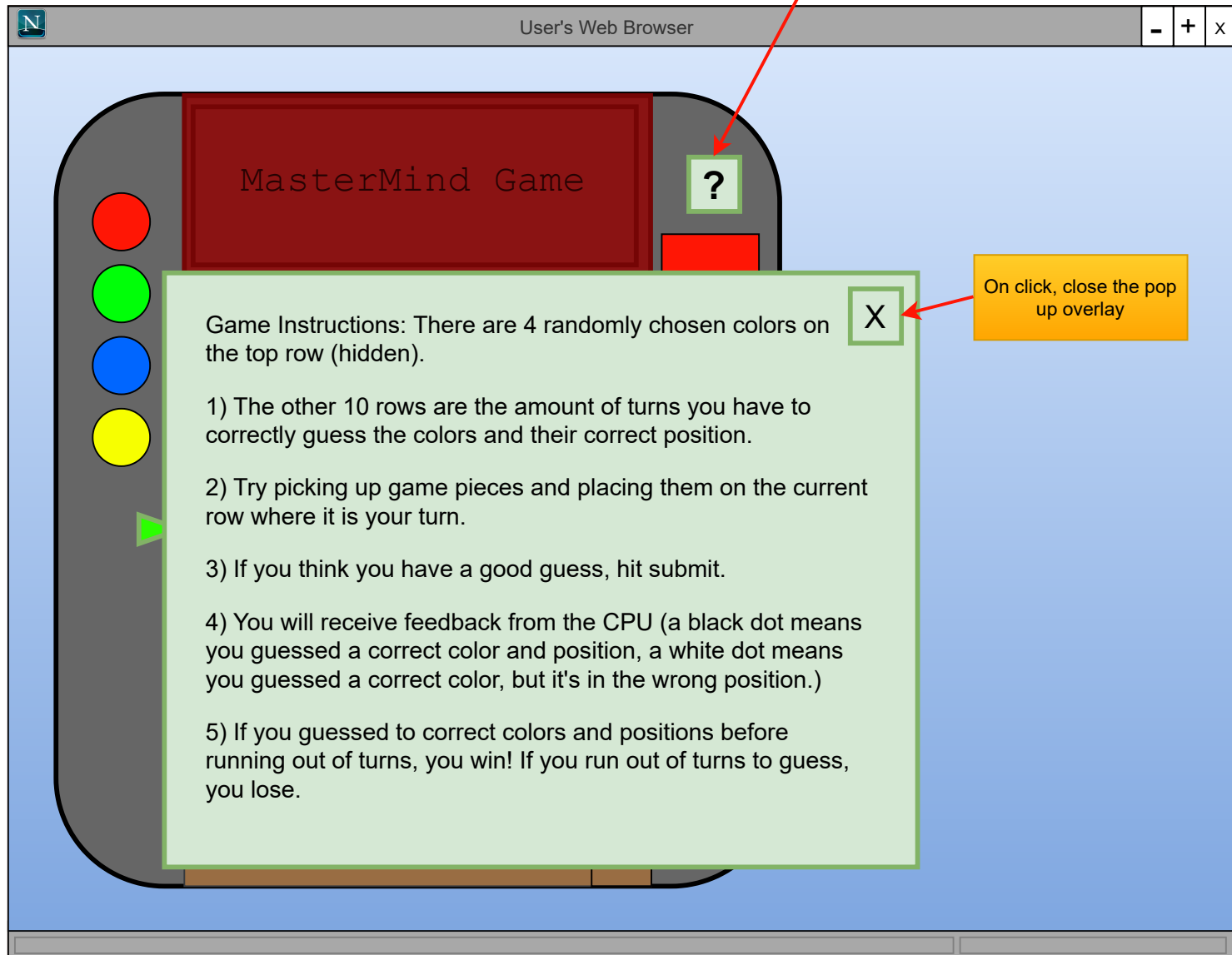
User clicks yes: Reveal secret  
code. Set game as finished.  
Prompt user to play a new  
game.

User clicks no: Resume game



## Mastermind Board Game: Medium Fidelity Sketch

User clicks here and an instruction overlay will pop up



On click, close the pop up overlay

## Mastermind Board Game: Medium Fidelity Sketch

