

Game State 0: Difficulty Selection Screen

Mastermind Board Game: Medium Fidelity Sketch

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

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

N


User's Web Browser

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x

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

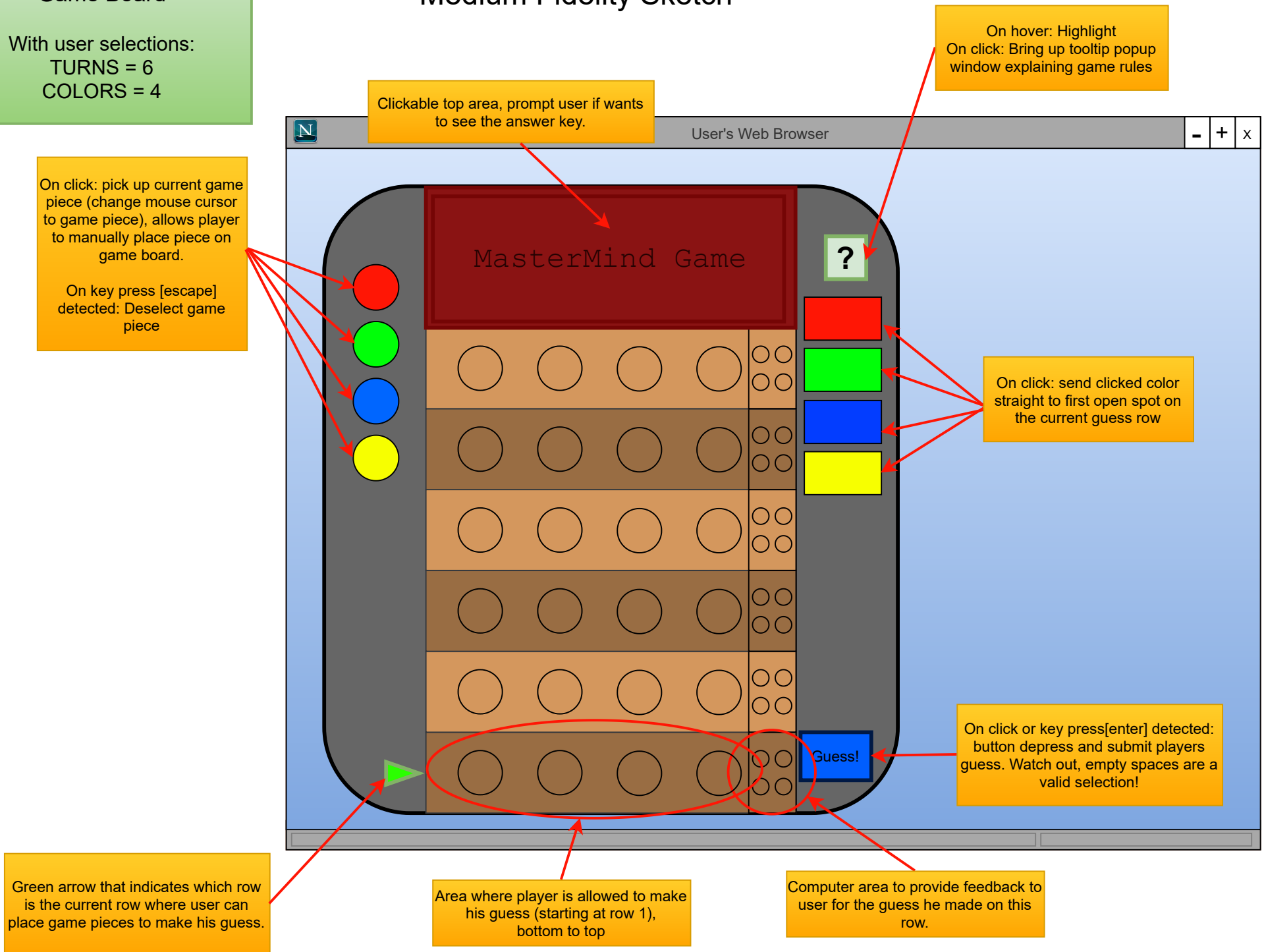
14 13 12 11 10 9 8 7 6

Start Game

Game State 1: Initialize Game Board

With user selections:
TURNS = 6
COLORS = 4

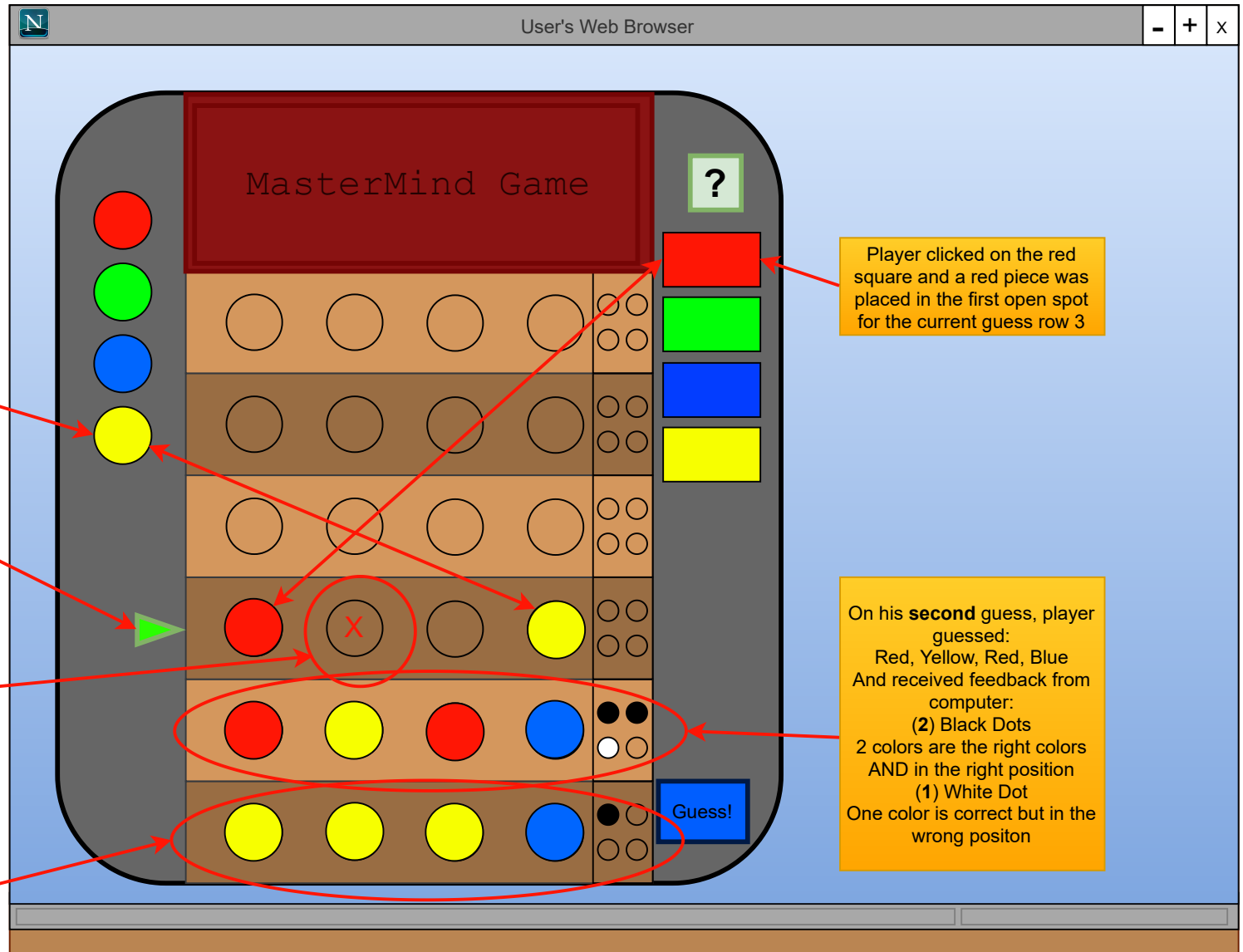
Mastermind Board Game: Medium Fidelity Sketch



Game State 2: Game in Progress

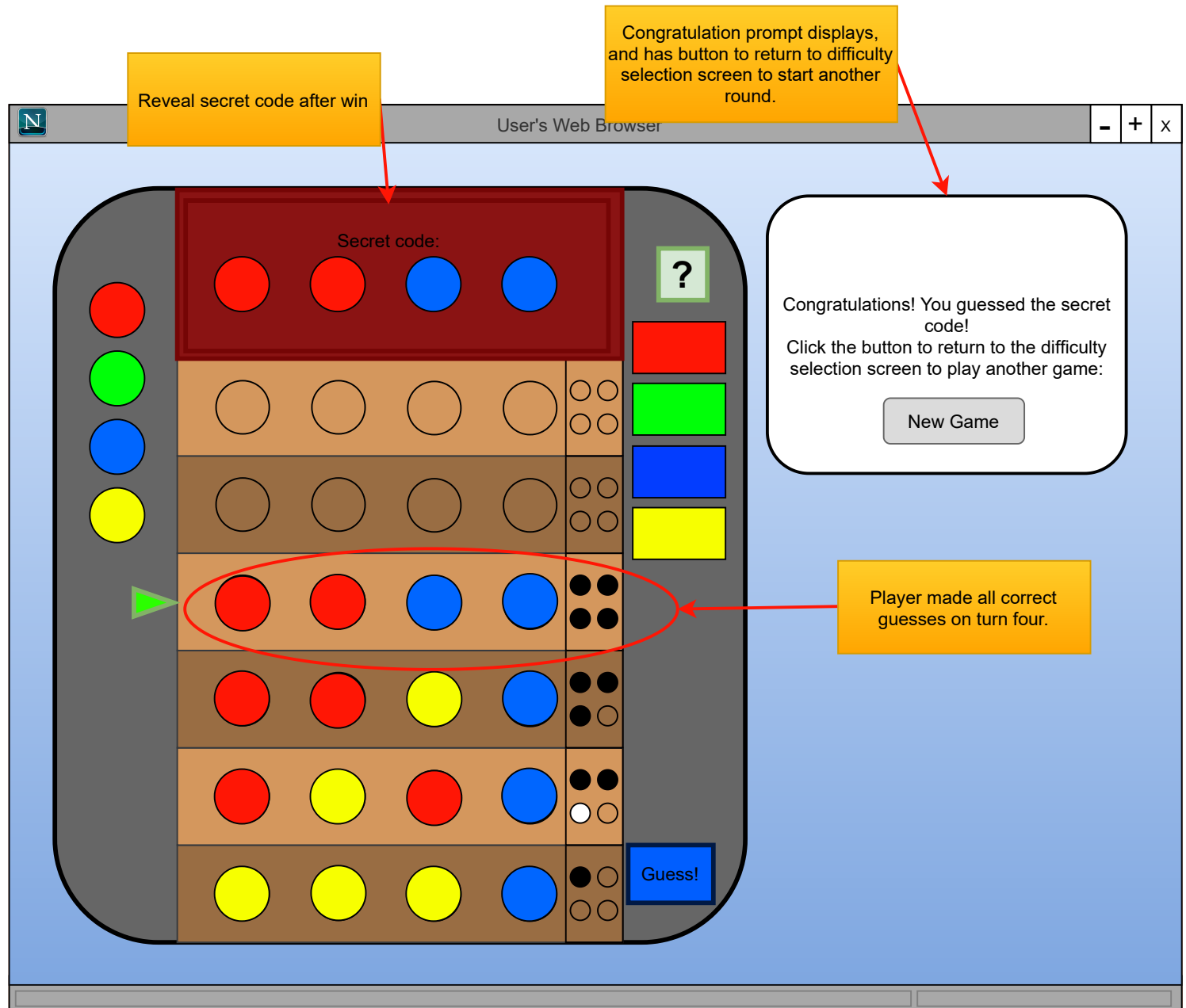
With user selections:
TURNS = 6
COLORS = 4

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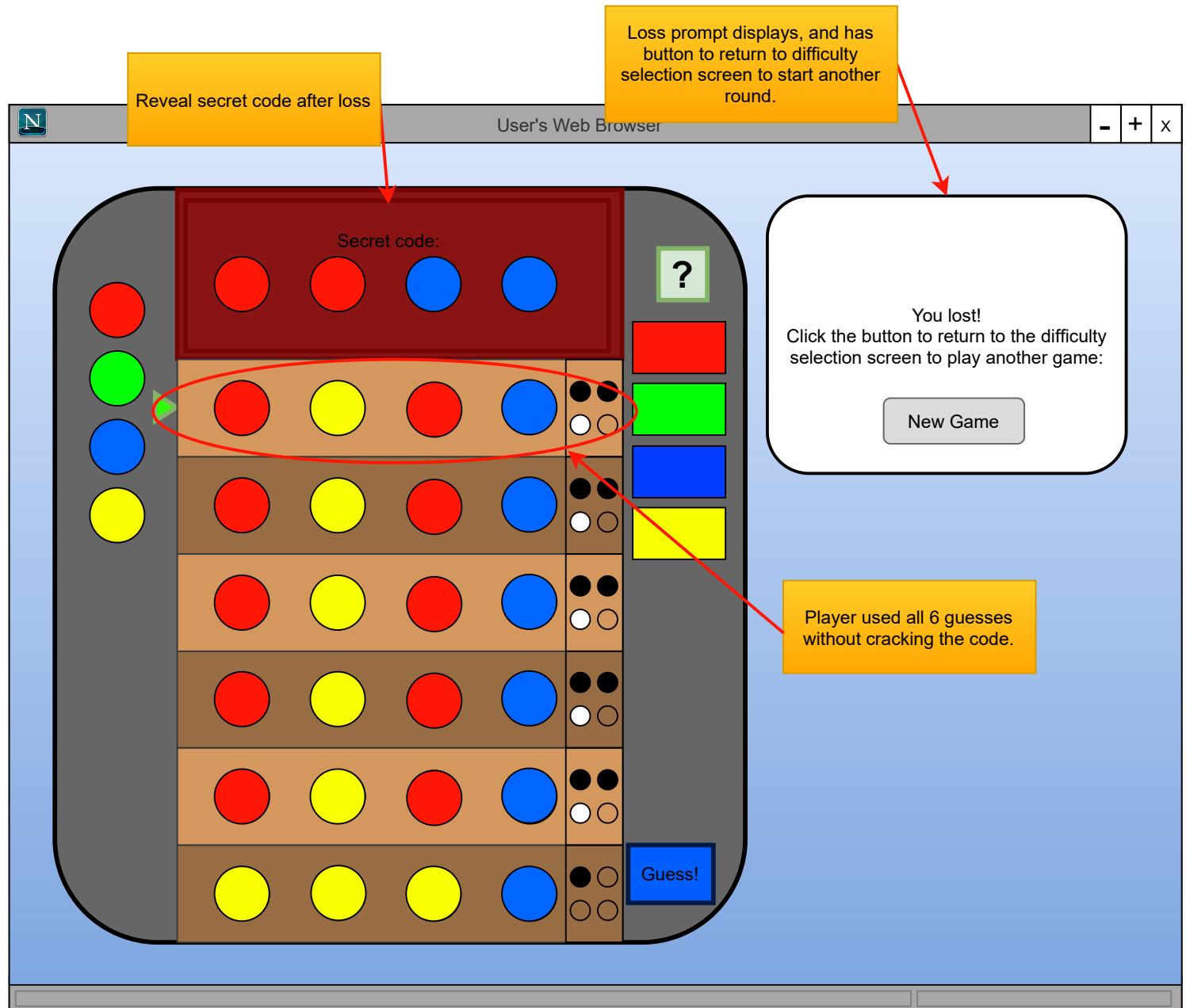
Game State 3: Game Won

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Game State 4: Game Lost

Mastermind Board Game: Medium Fidelity Sketch



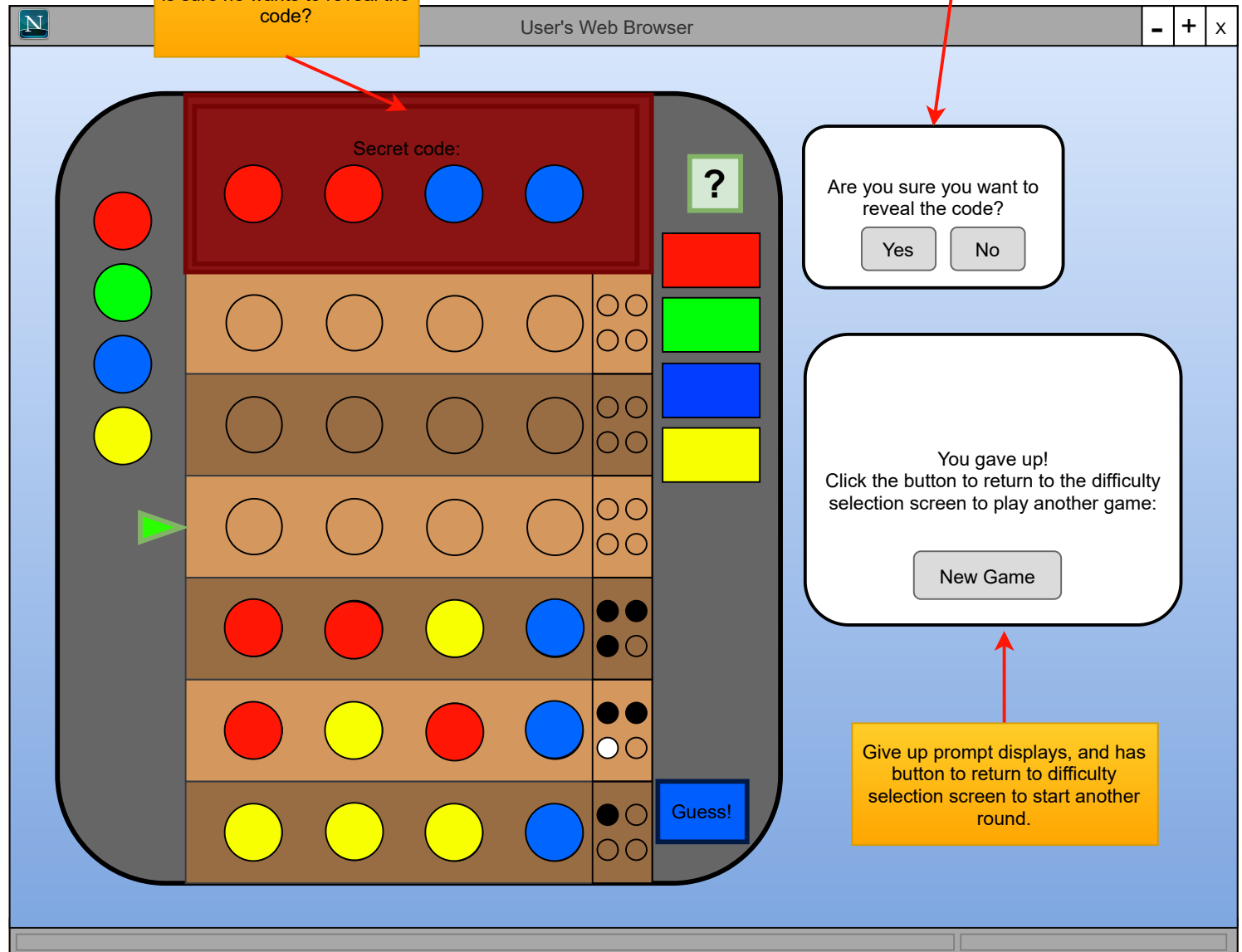
Game State 5: User revealed code

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



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User clicks here and an instruction overlay will pop up

