

Game State 0: Difficulty
Selection Screen

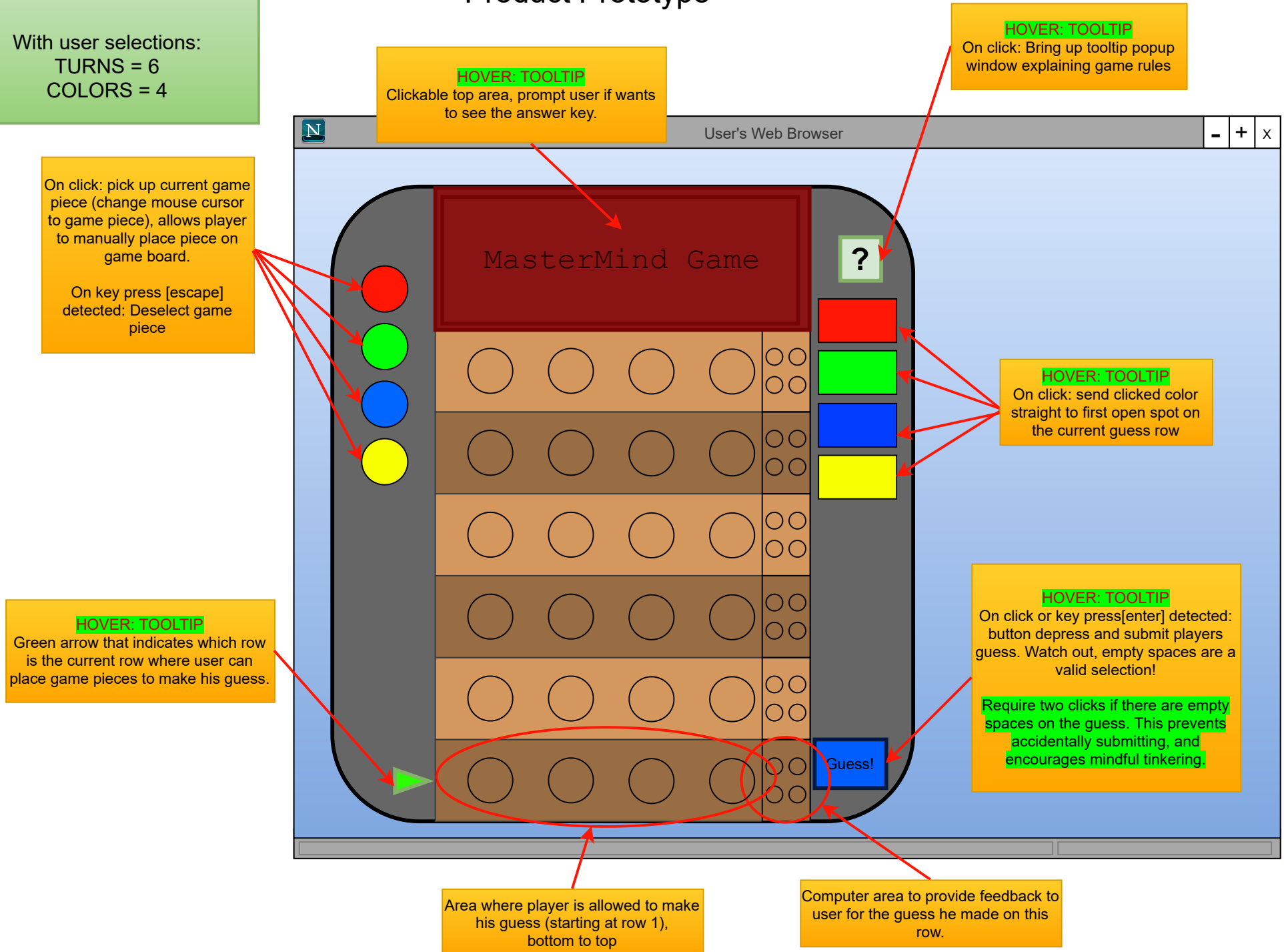
Mastermind Board Game:
Product Prototype:
Medium Fidelity Sketch **Final Draft**
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CS 361: Summer 2021
Credits: Created with draw.io

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

Game State 1: Initialize Game Board

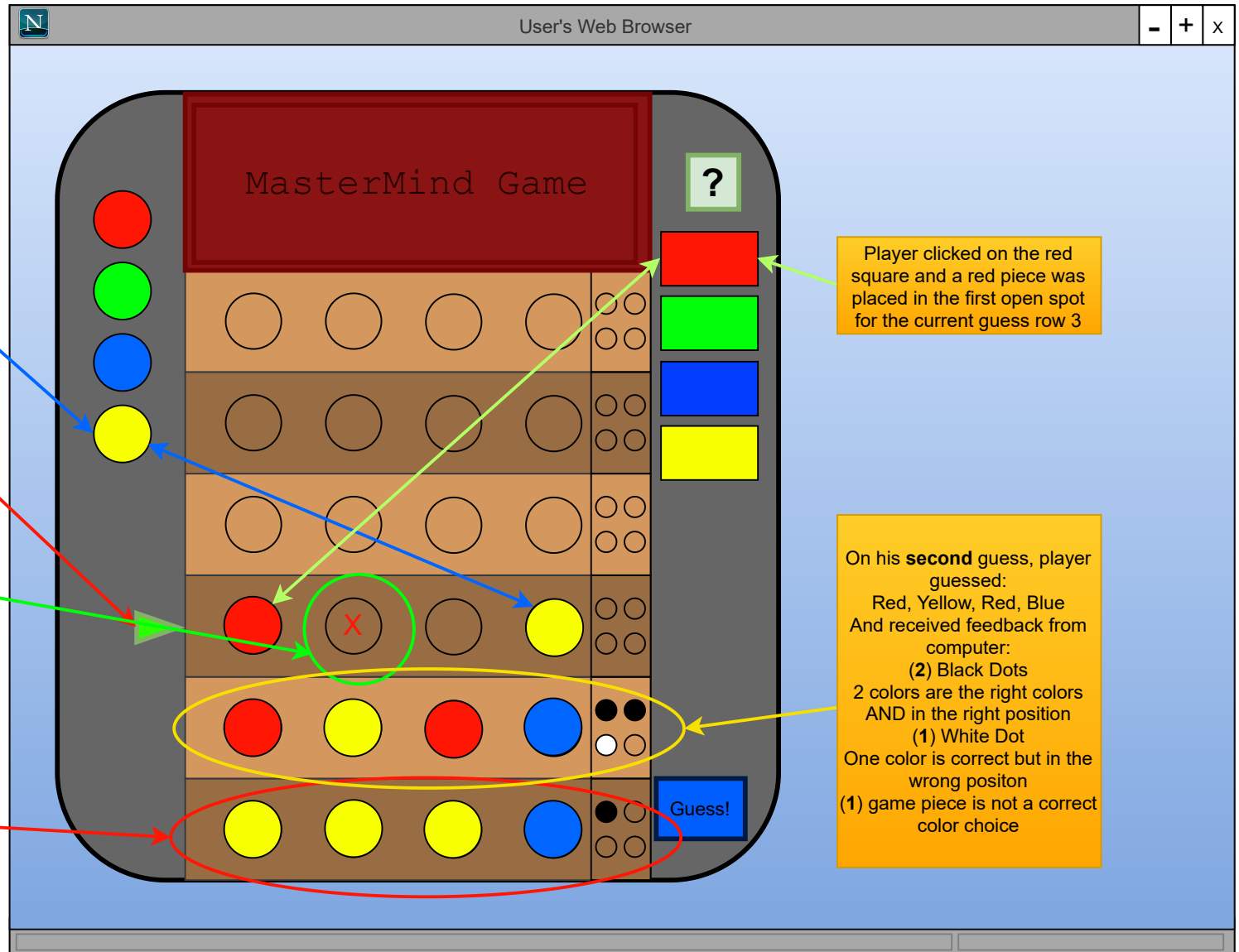
With user selections:
TURNS = 6
COLORS = 4



Game State 2: Game in Progress

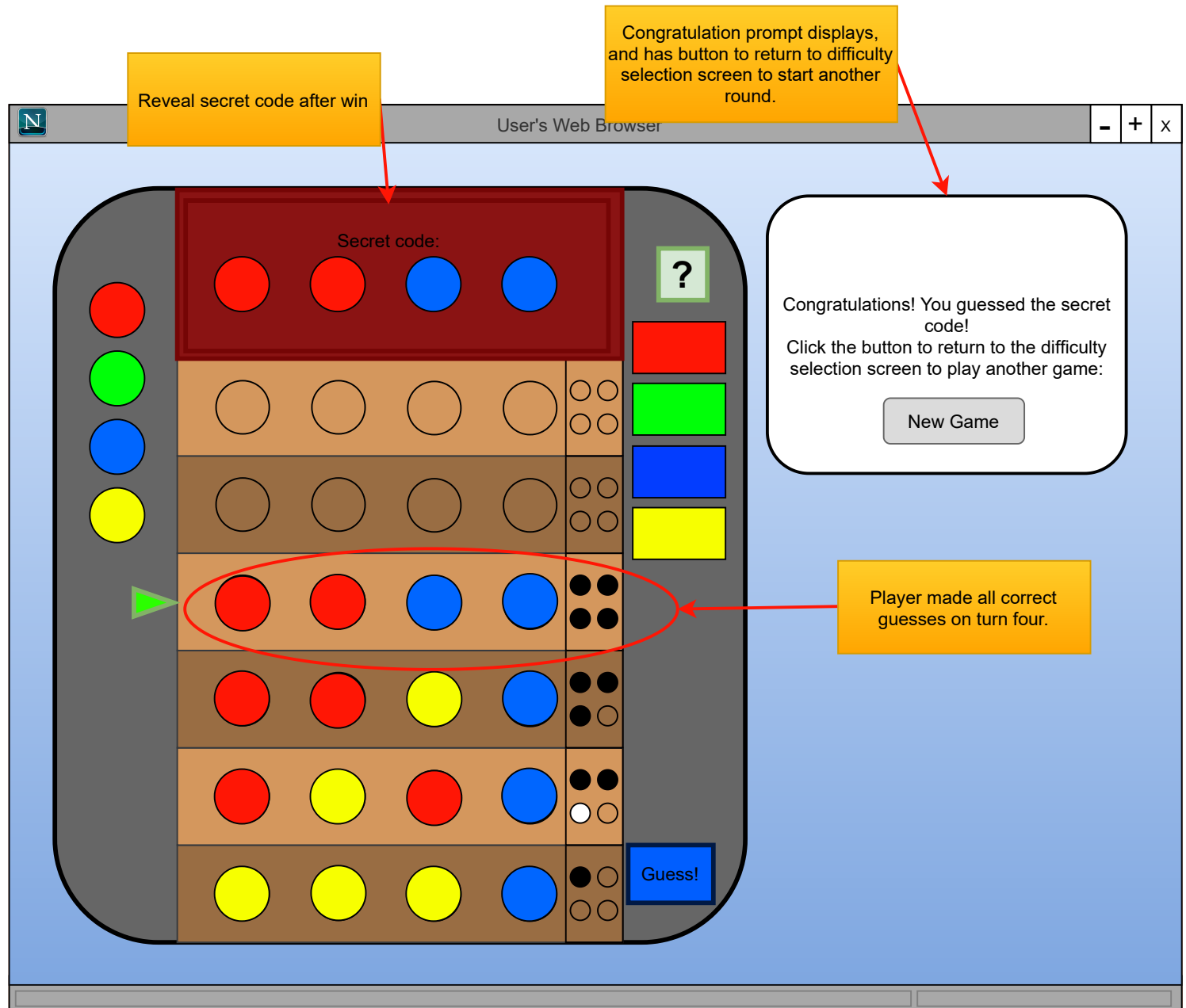
With user selections:
TURNS = 6
COLORS = 4

Mastermind Board Game: Medium Fidelity Sketch



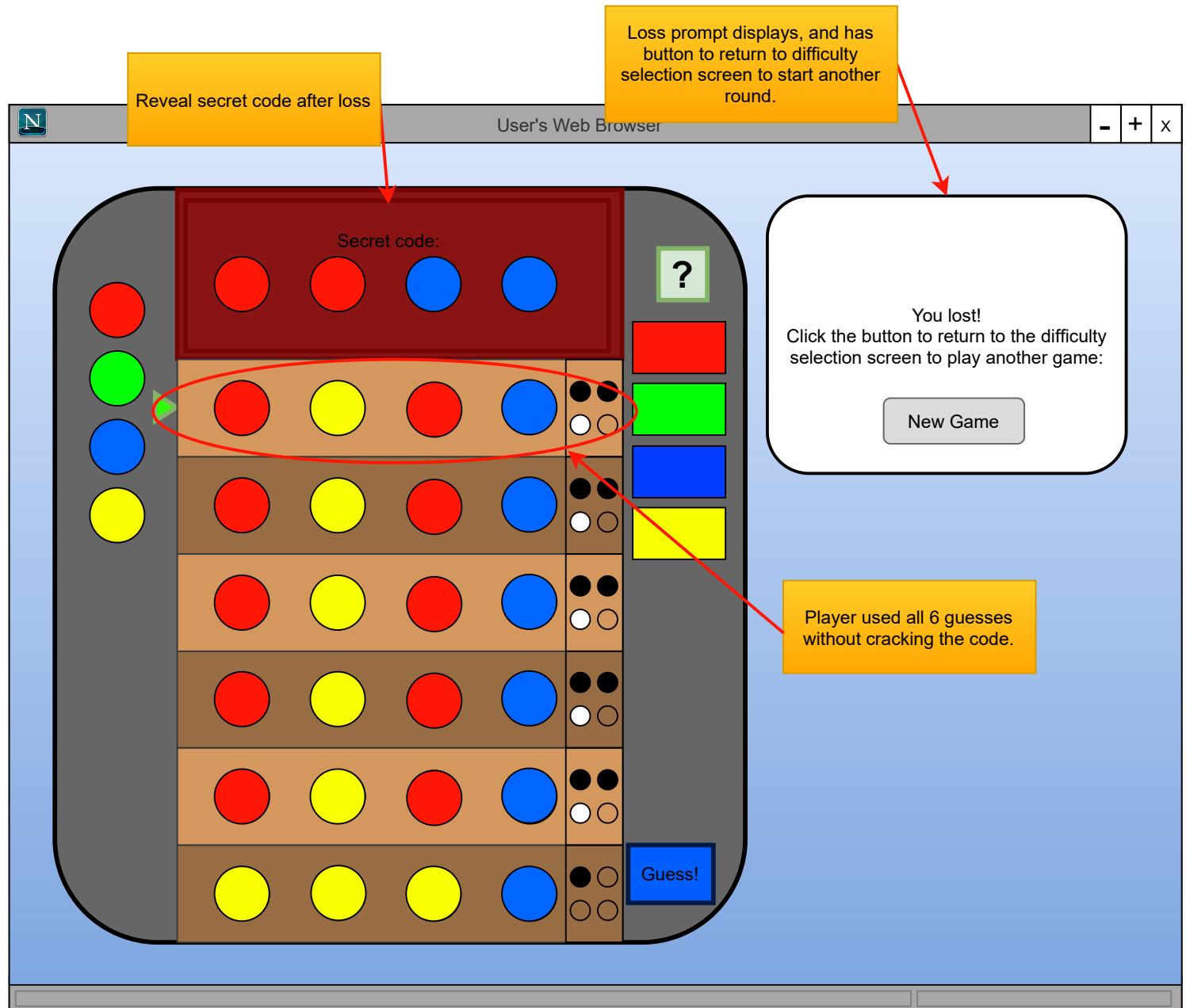
Game State 3: Game Won

Mastermind Board Game: Product Prototype



Game State 4: Game Lost

Mastermind Board Game: Product Prototype



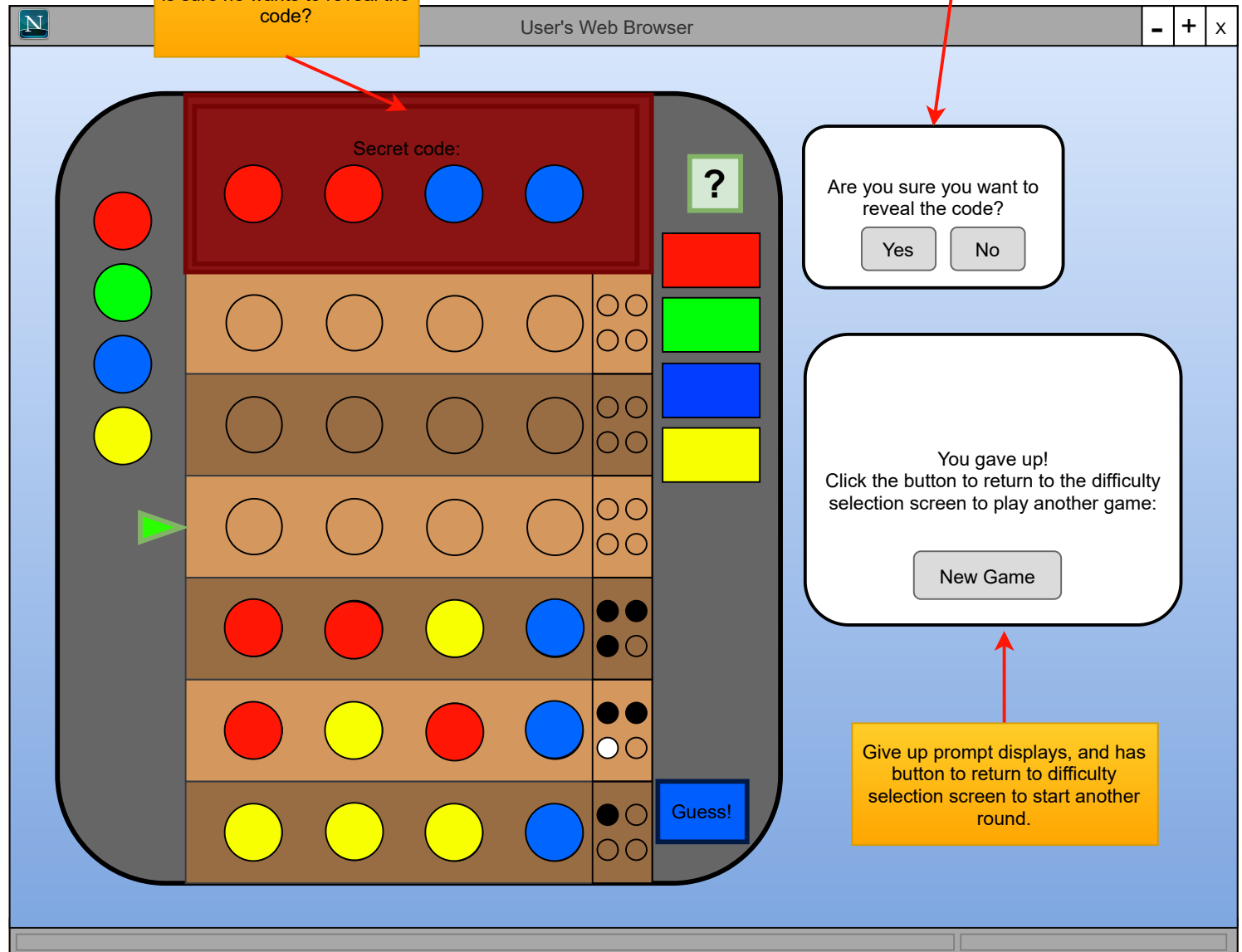
Game State 5: User revealed code

Mastermind Board Game: Product Prototype

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.

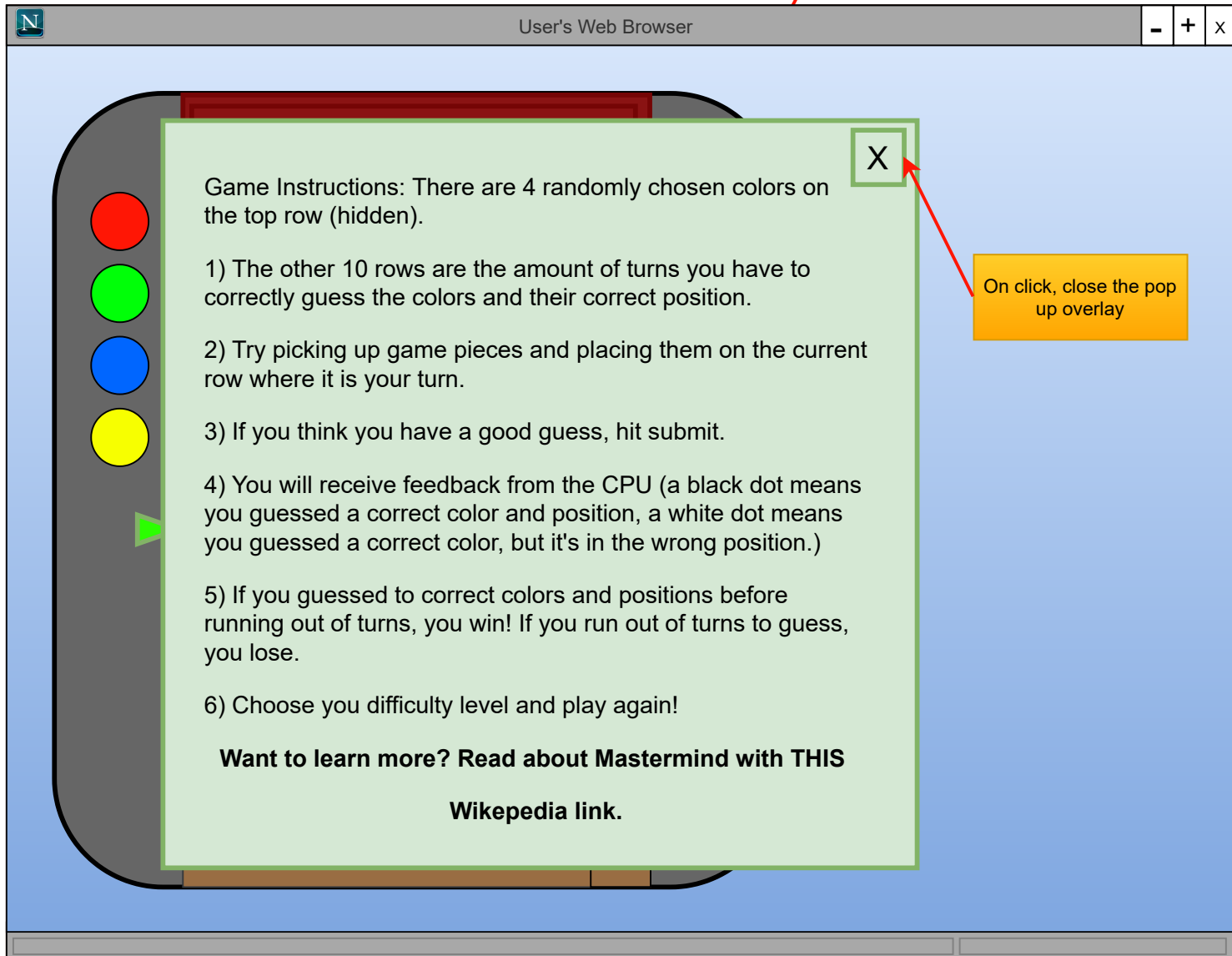
User clicks no: Resume game



Game State 6: Instructions

Mastermind Board Game: Product Prototype

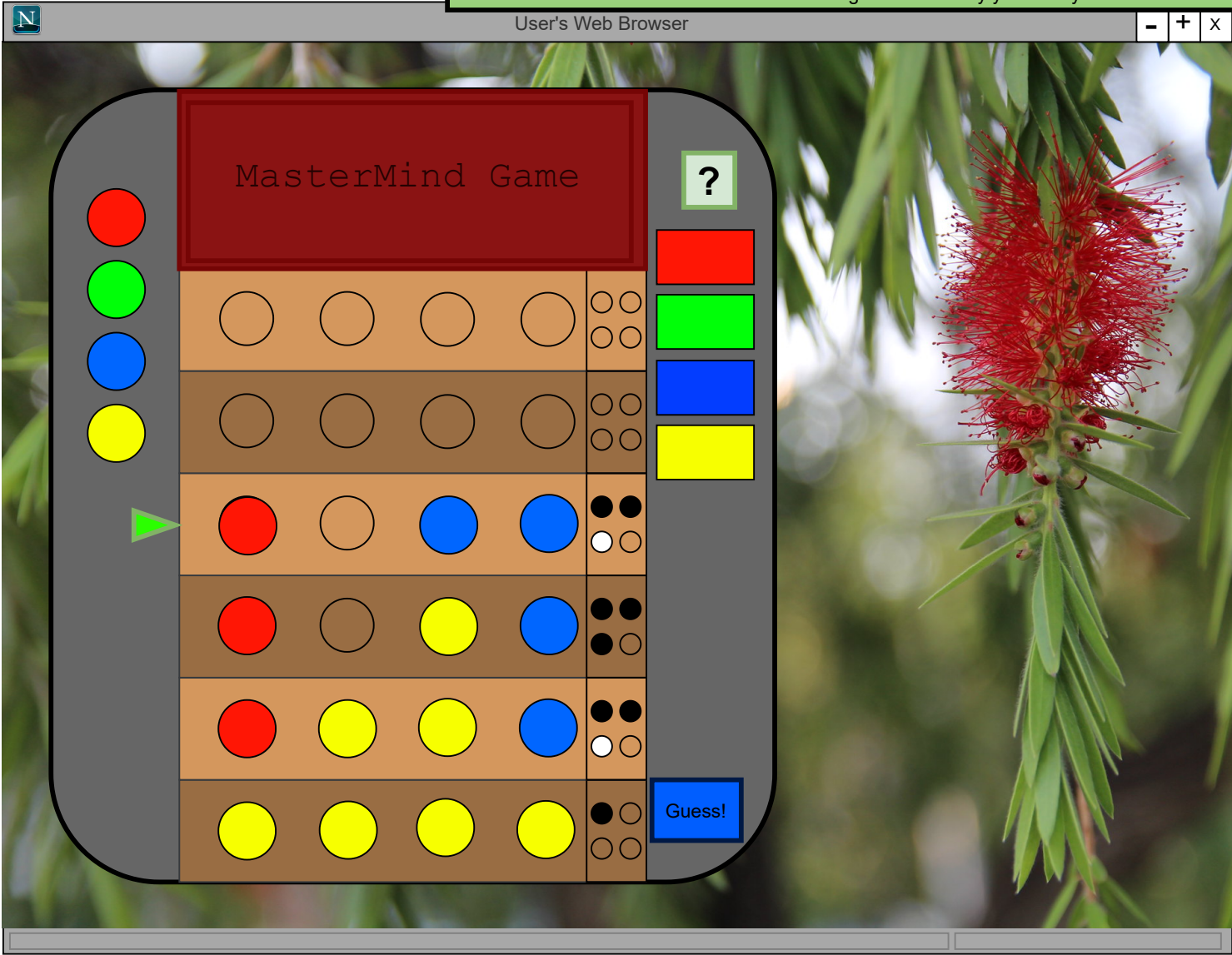
User clicks here and an instruction overlay will pop up



Mastermind Board Game: Product Prototype

Microservice integration idea:
Nature image webscraper.
Apply nature image to background to calm the user and to help them
concentrate.

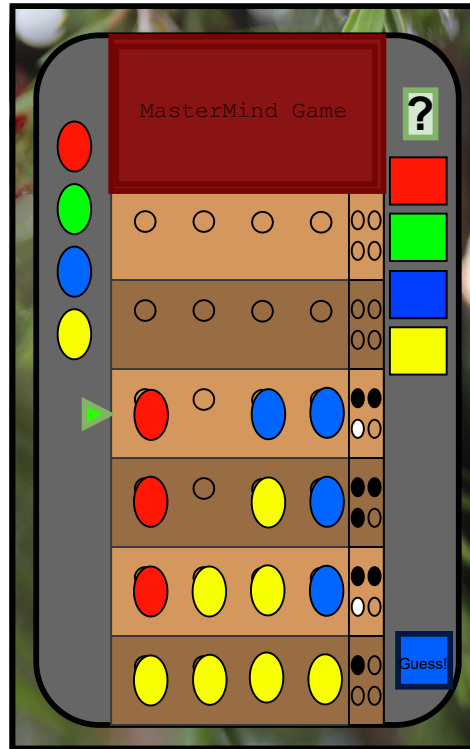
Random information: This image was taken by yours truly in Vietnam!



Game State 8:
Responsive

Mastermind Board Game: Product Prototype

Plan: Game resizes to adapt to smaller screensizes, thus keeping familiar features available.



Mobile device