Game State 0: Difficulty Selection Screen

Mastermind Board Game: Product Prototype: Medium Fidelity Sketch

Wesley Havens

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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

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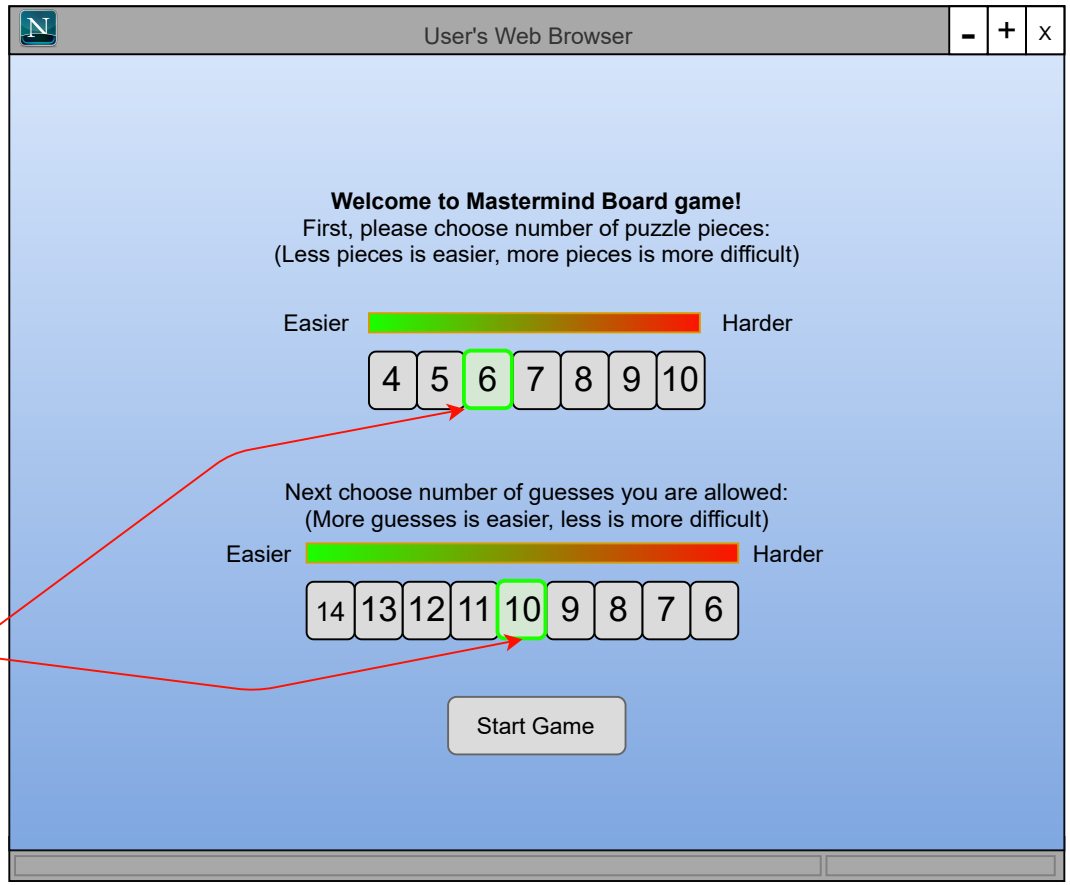


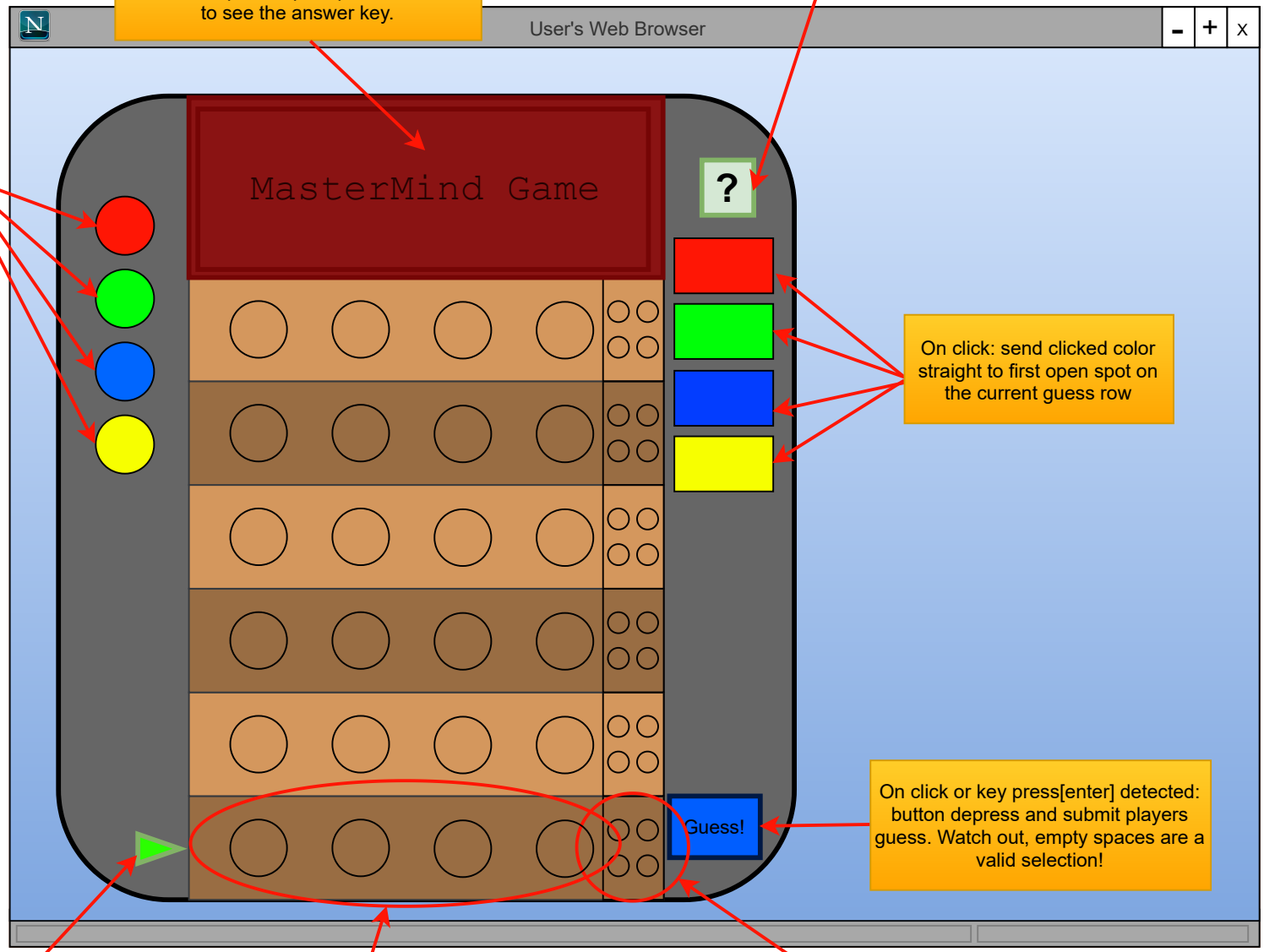
Mastermind Board Game: Product Prototype

Game State 1: Initialize Game Board

With user selections:
TURNS = 6
COLORS = 4

On hover: Highlight
On click: Bring up tooltip popup window explaining game rules

Clickable top area, prompt user if wants to see the answer key.



On click: pick up current game piece (change mouse cursor to game piece), allows player to manually place piece on game board.

On key press [escape] detected: Deselect game piece

On click: send clicked color straight to first open spot on the current guess row

On click or key press[enter] detected: button depress and submit players guess. Watch out, empty spaces are a valid selection!

Green arrow that indicates which row is the current row where user can place game pieces to make his guess.

Area where player is allowed to make his guess (starting at row 1), bottom to top

Computer area to provide feedback to user for the guess he made on this row.

Game State 2: Game in Progress

With user selections:
TURNS = 6
COLORS = 4

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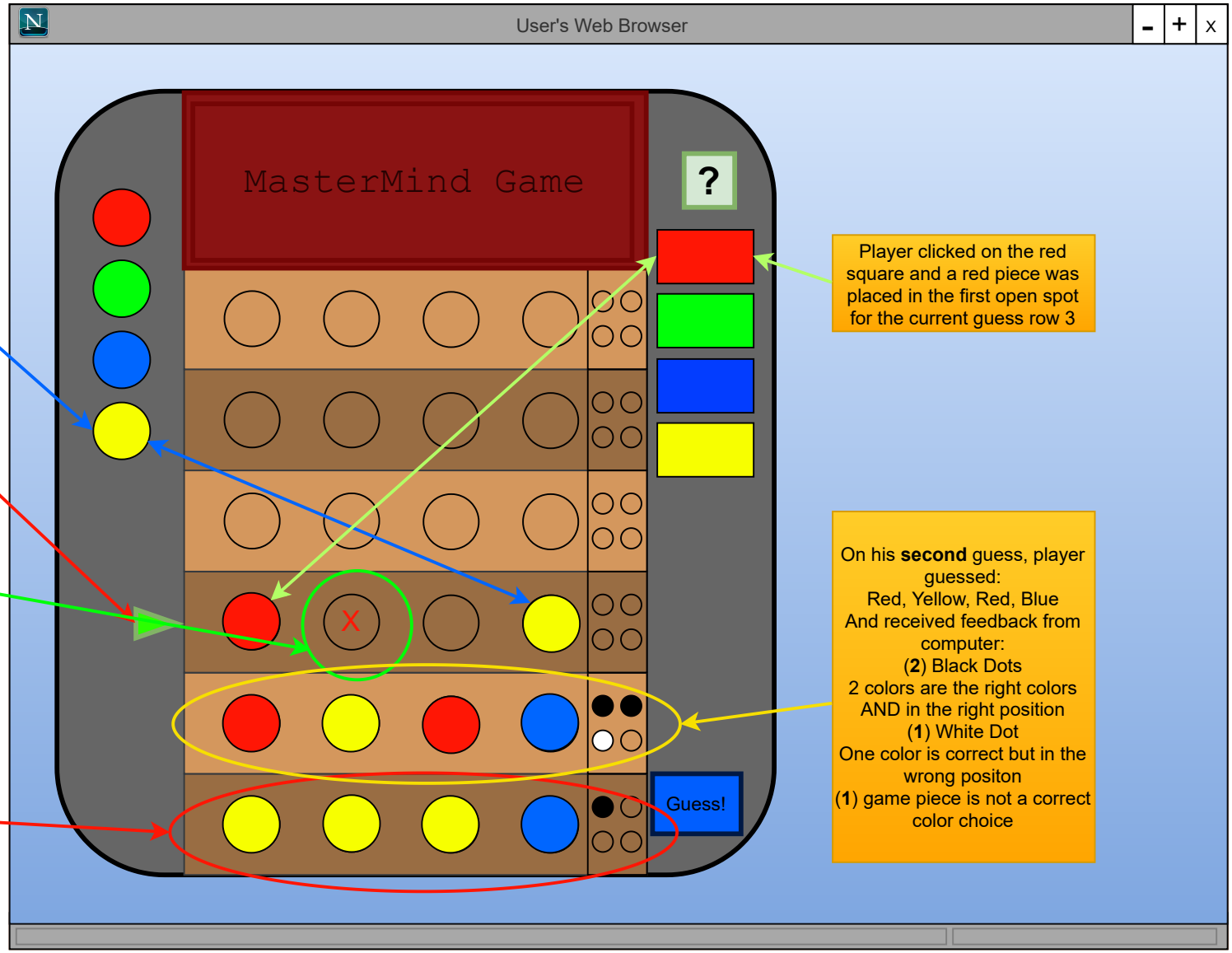

Player opted to pick up the yellow piece and manually place it in its guessing location using the mouse cursor.

Player has made two guesses, he is allowed to place pieces on his **third** guess row as indicated by the green arrow.

Player had a piece here but changed his mind, a right click removed the piece that was here before.

On his **first** guess, player guessed:
Yellow, Yellow, Yellow, Blue
And received feedback from computer:
(**1**) Black Dot
Therefore, only 1 piece is the correct color and in the correct position. The remaining three pieces are not correct colors.

Player clicked on the red square and a red piece was placed in the first open spot for the current guess row 3

On his **second** guess, player guessed:
Red, Yellow, Red, Blue
And received feedback from computer:
(**2**) Black Dots
2 colors are the right colors AND in the right position
(**1**) White Dot
One color is correct but in the wrong positon
(**1**) game piece is not a correct color choice

Game State 3: Game Won

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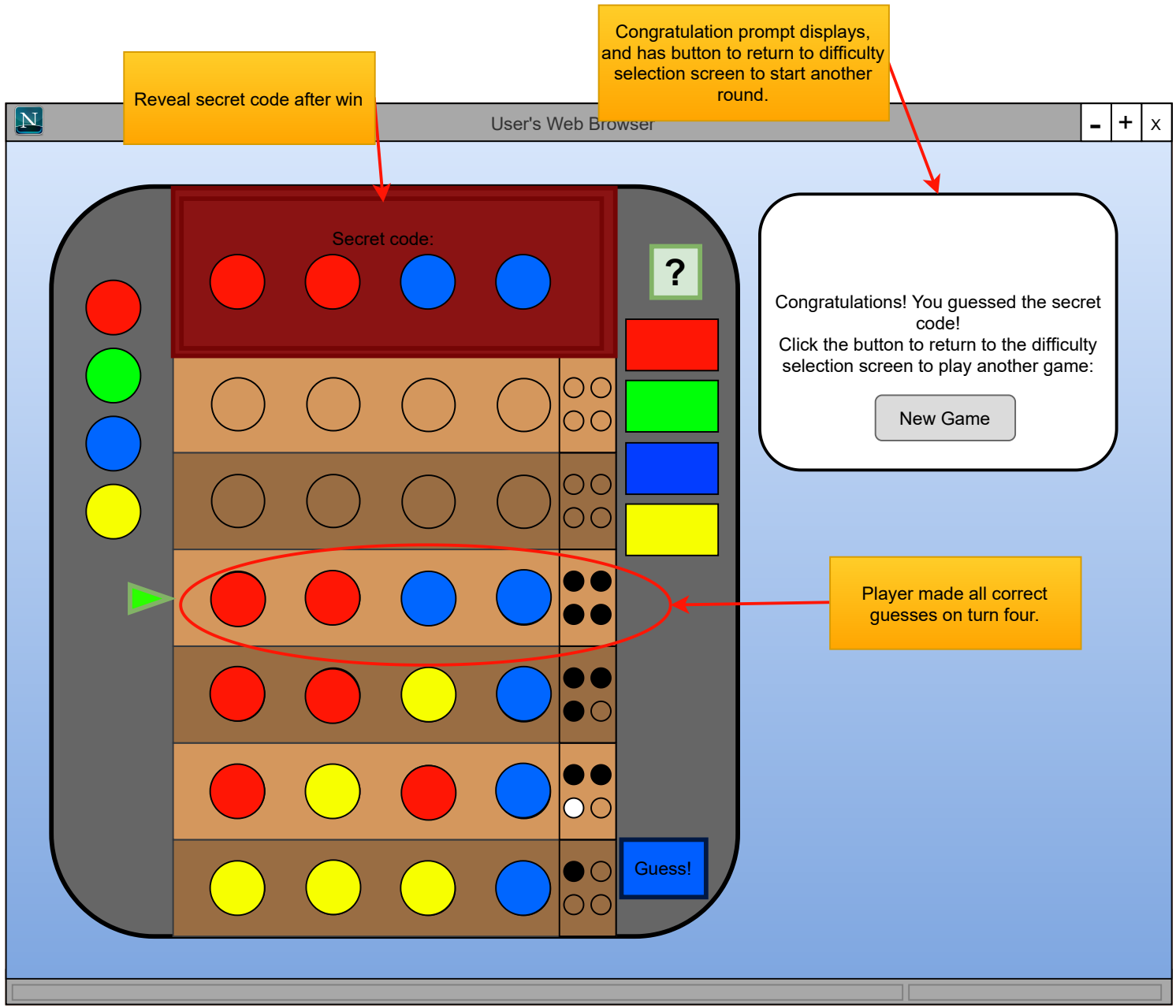

Game State 4: Game Lost

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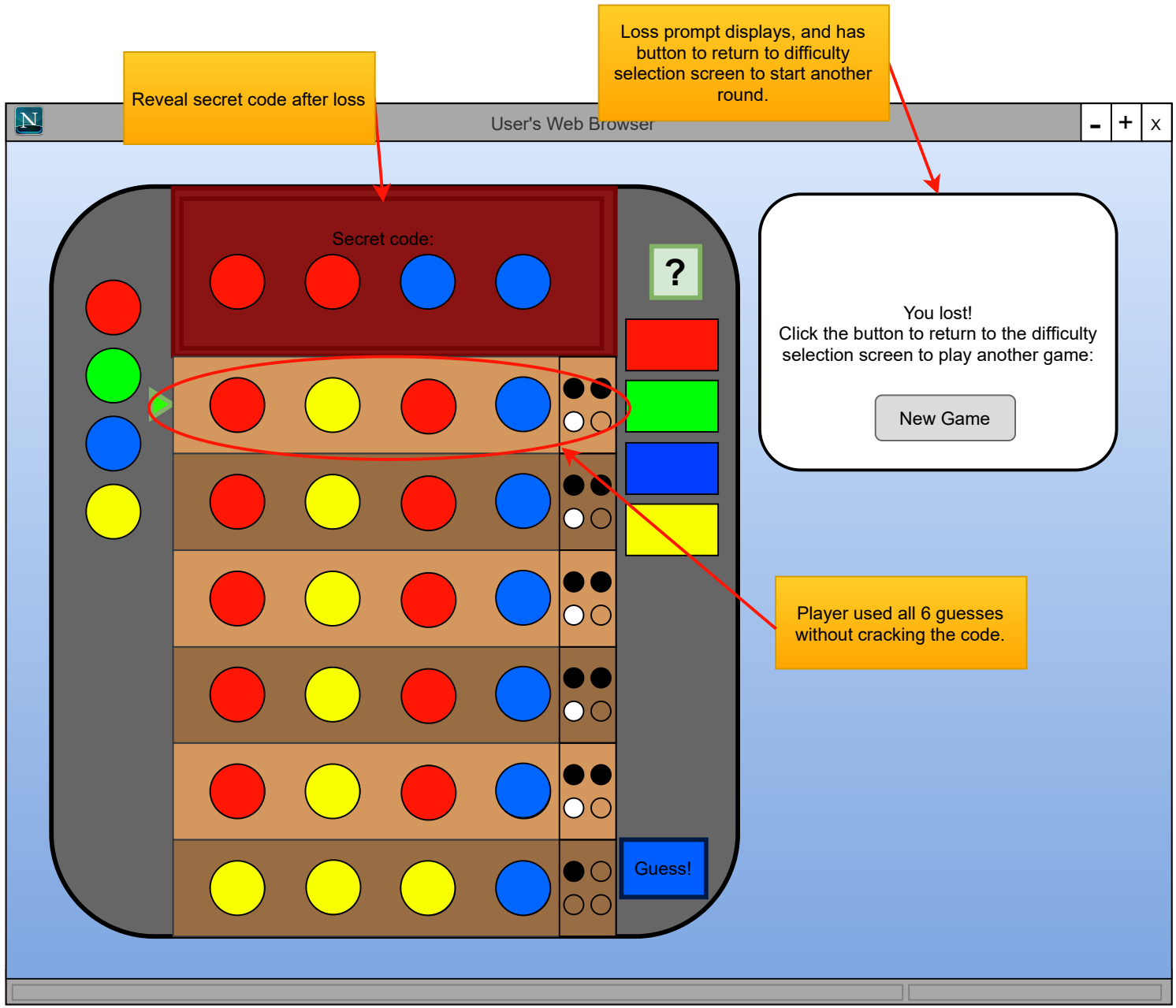

Game State 5: User revealed code

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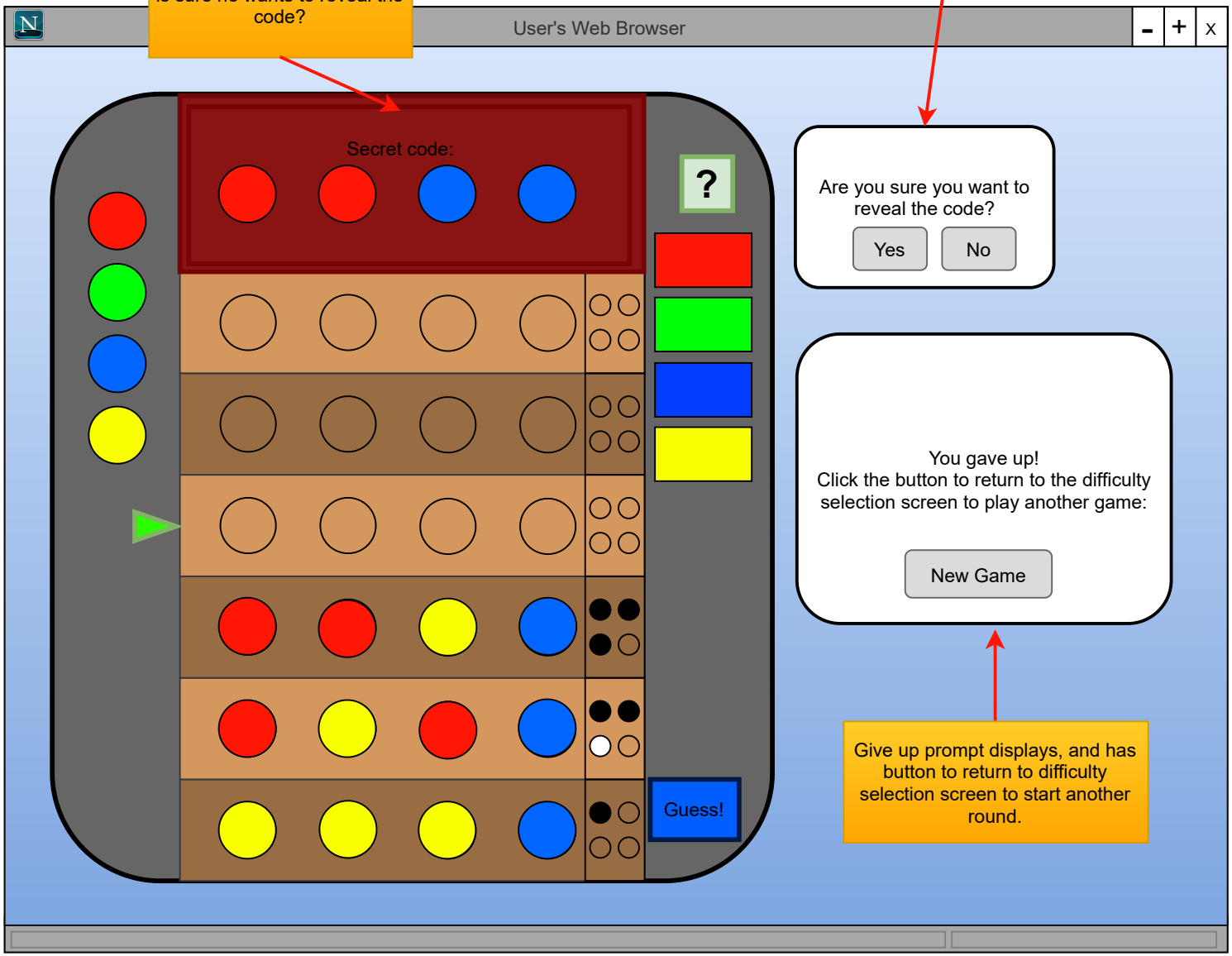
Player clicks on top area, prompt appears: Ask user if he is sure he wants to reveal the code?

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

User clicks no: Resume game



Give up prompt displays, and has button to return to difficulty selection screen to start another round.

Game State 6: Instructions

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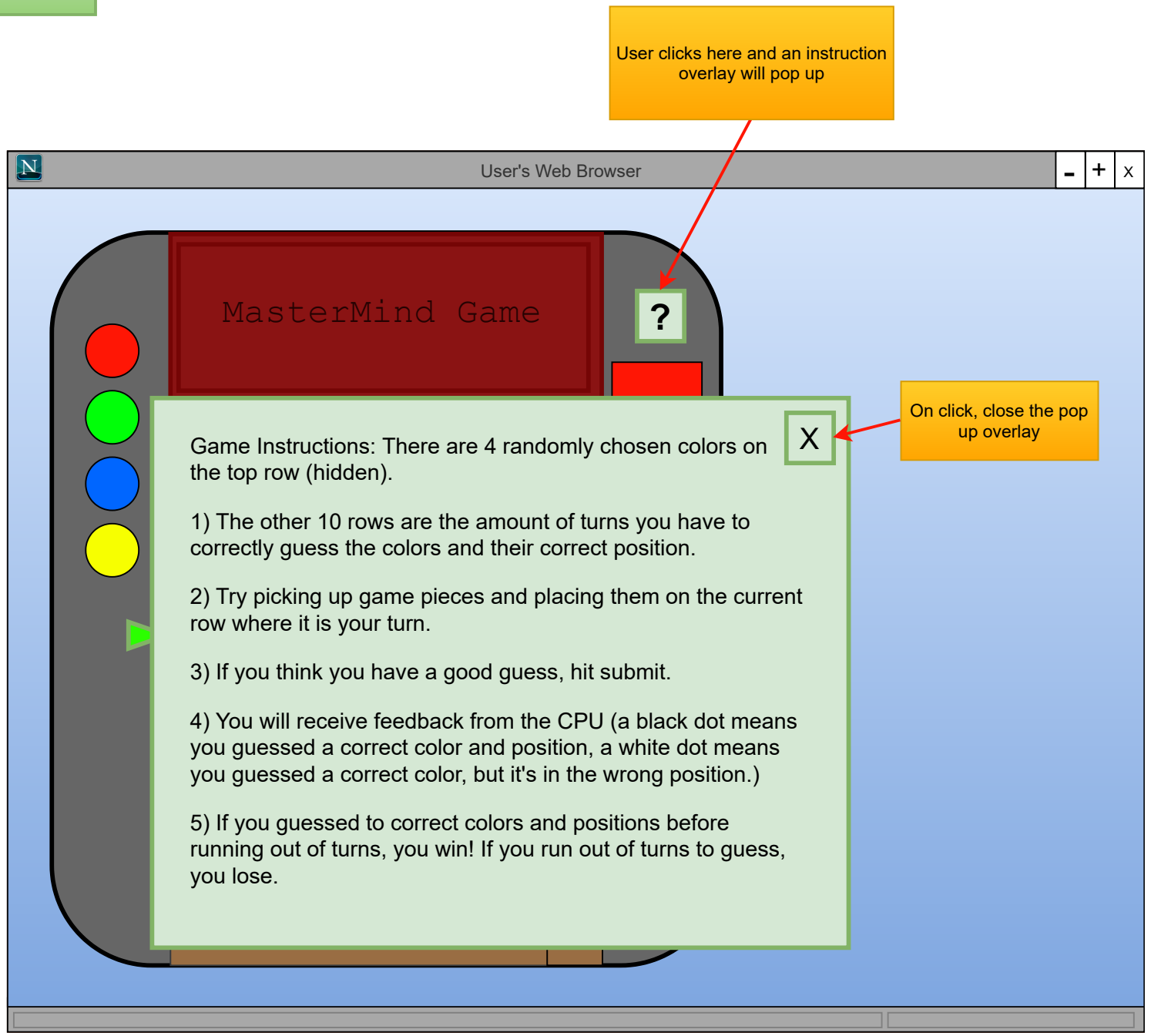
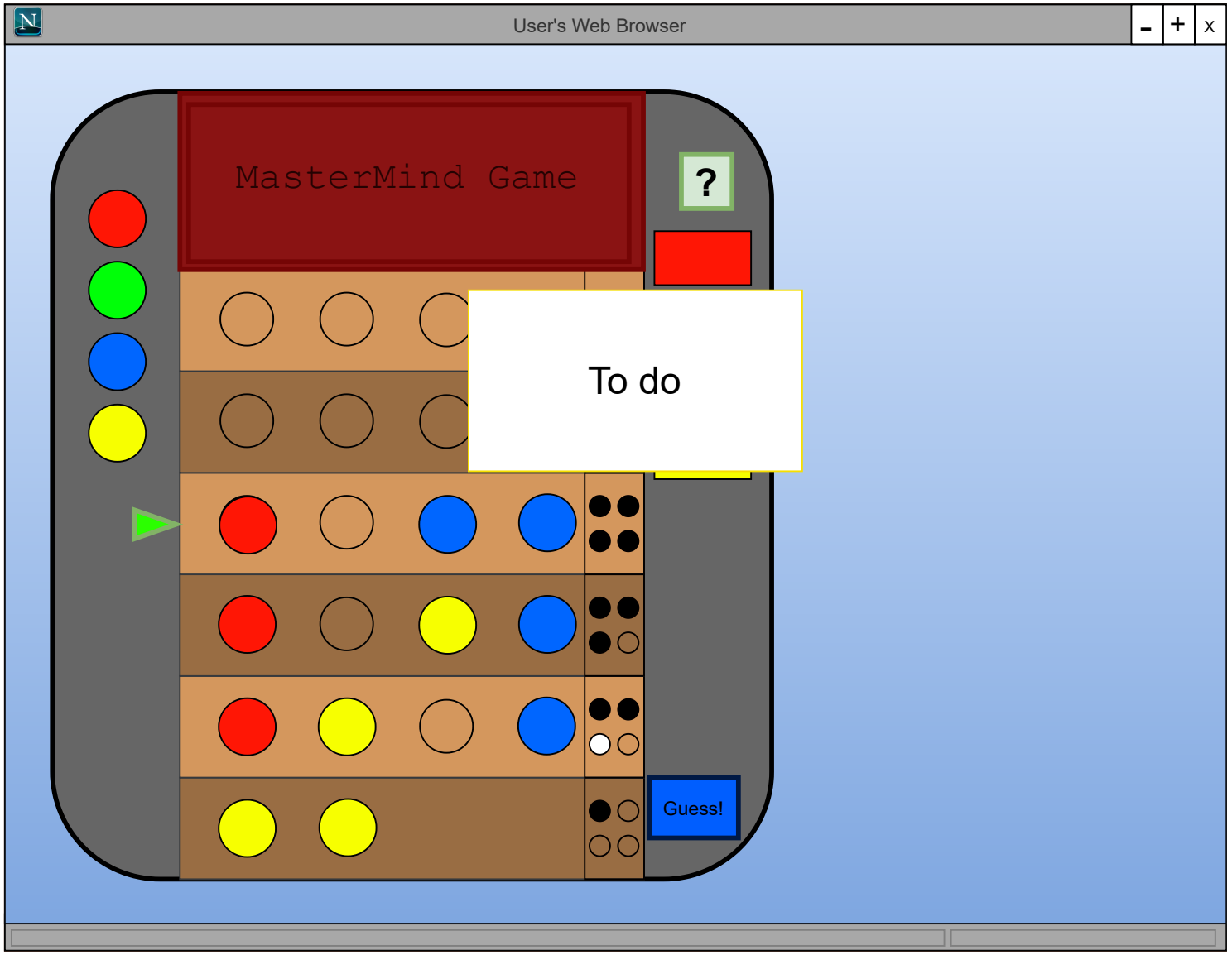


Game State 7: Microservice integration

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