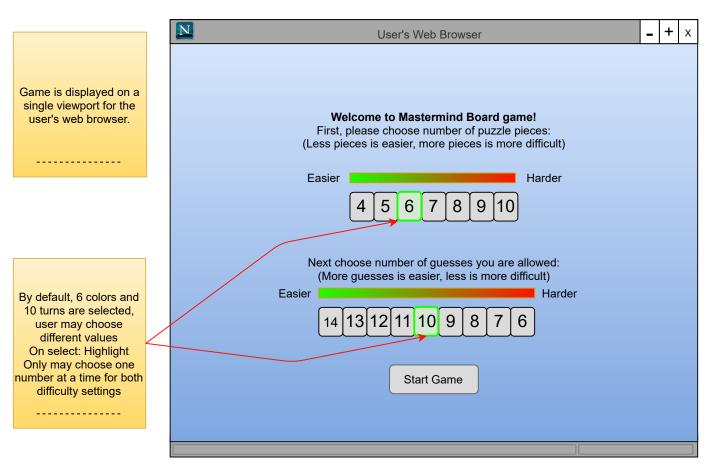
Game State 0: Difficulty Selection Screen

Mastermind Board Game:
Product Prototype:
Medium Fidelity Sketch Final Draft
Wesley Havens
CS 361: Summer 2021

Credits: Created with draw.io



Game State 1: Initialize
Game Board

With user selections: TURNS = 6 COLORS = 4

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

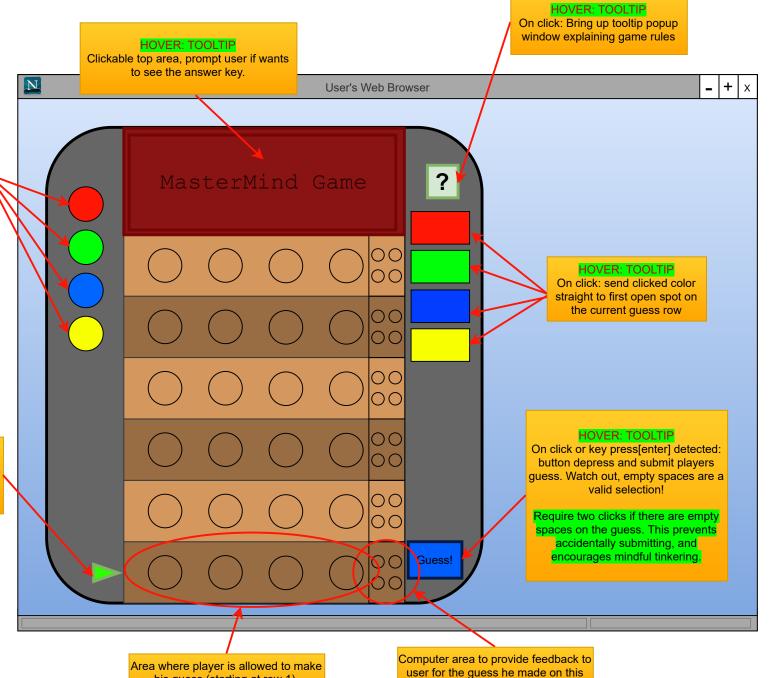
#### **HOVER: TOOLTIP**

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

Mastermind Board Game: Product Prototype

his guess (starting at row 1),

bottom to top



row.

#### Game State 2: Game in Progress

With user selections: TURNS = 6 COLORS = 4

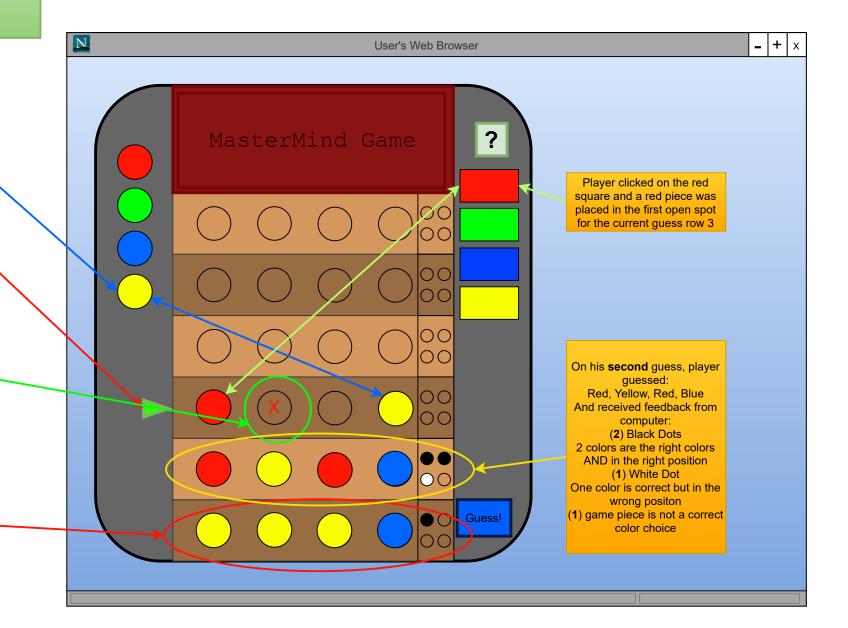
#### Mastermind Board Game: Medium Fidelity Sketch

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.

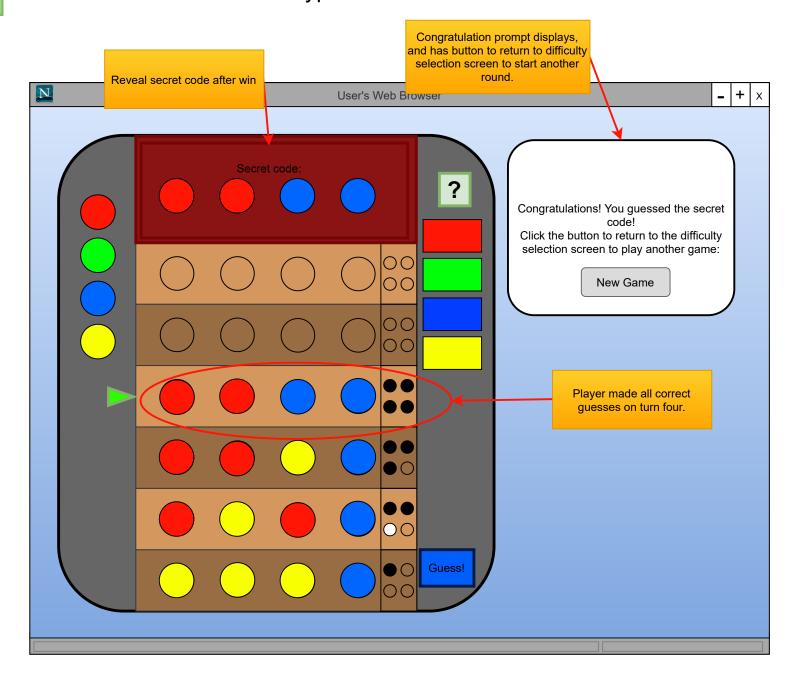
Player had a piece here but changed his mind, a right click removed the piece that was here before.

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.



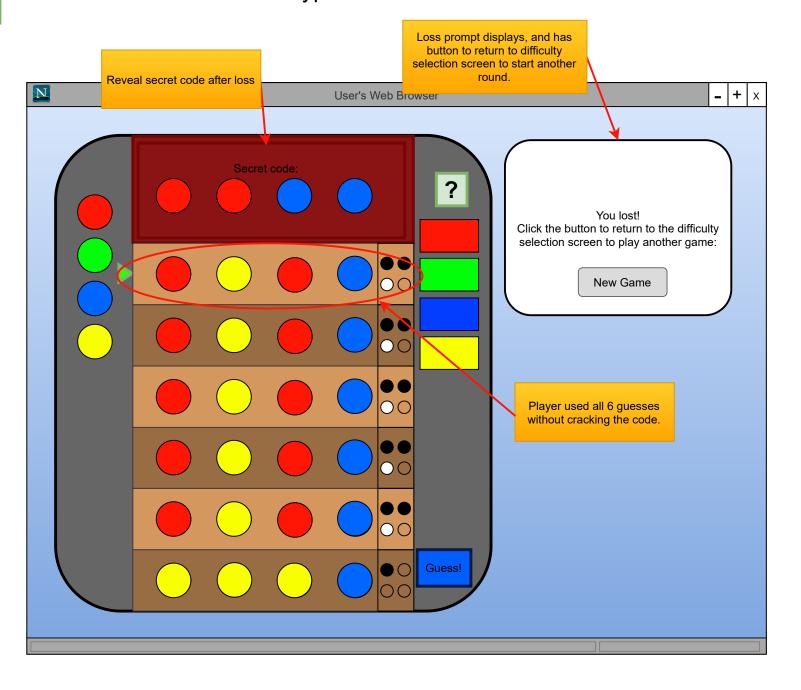
Game State 3: Game Won

## Mastermind Board Game: Product Prototype

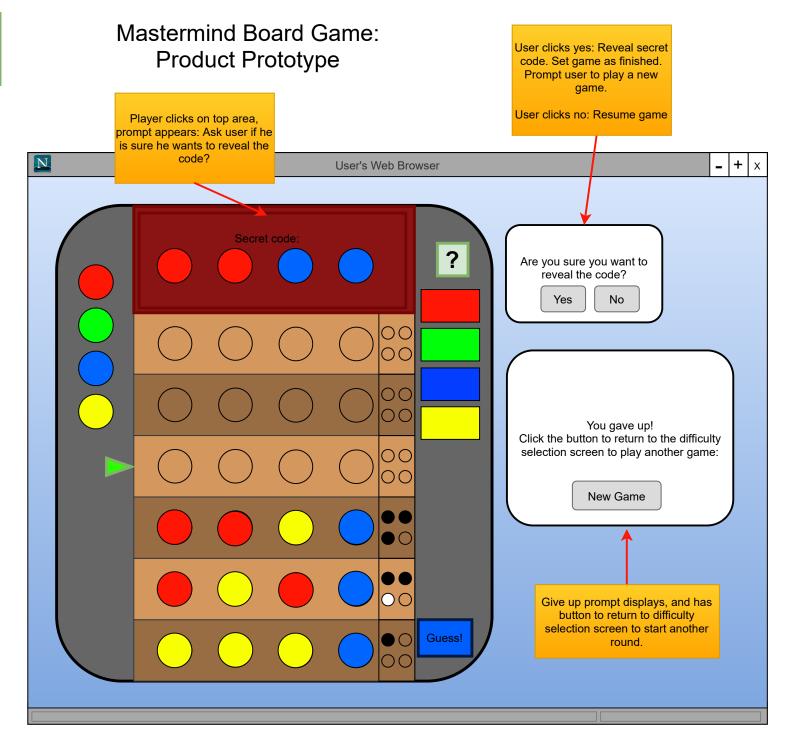


Game State 4: Game Lost

# Mastermind Board Game: Product Prototype



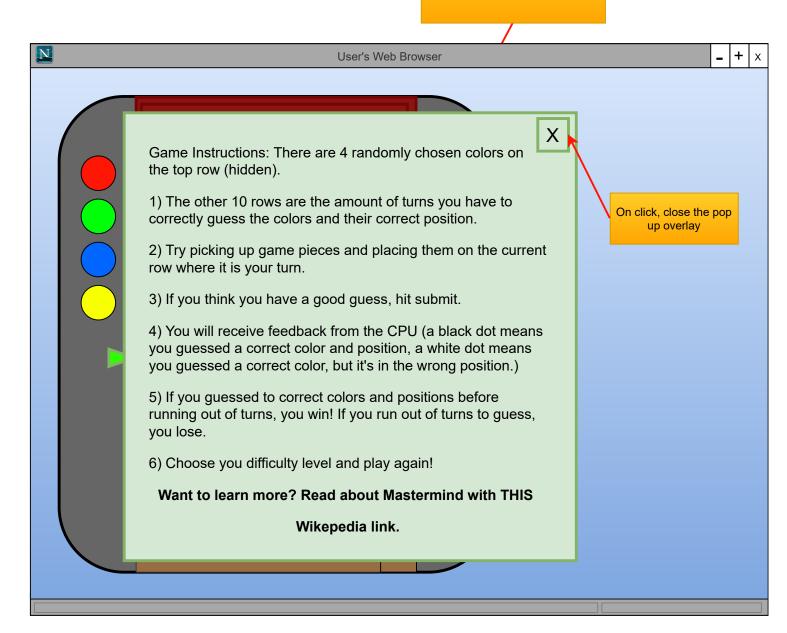
Game State 5: User revealed code



Game State 6: Instructions

#### Mastermind Board Game: Product Prototype

User clicks here and an instruction overlay will pop up



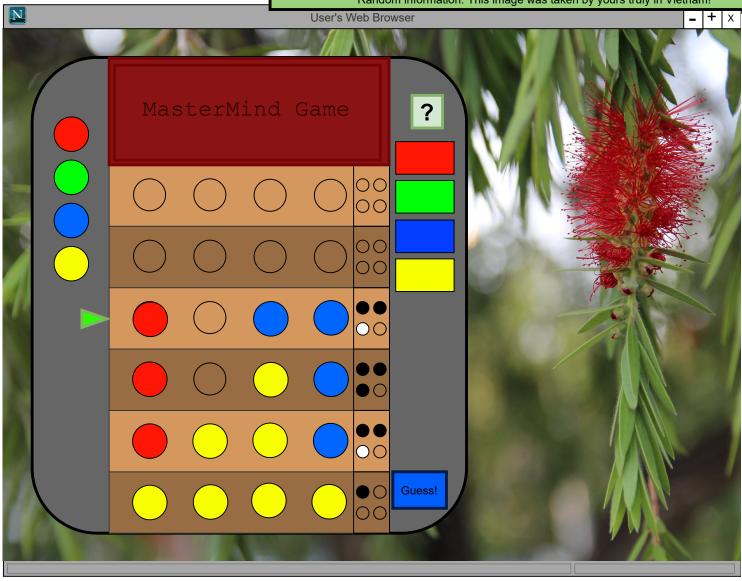
Game State 7: Microservice integration

## 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.

