Mastermind

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Process

Preparation	Coding	Deliverables

Preparation
- Research on mastermind
- Designing our game
- Planning of the project on Jira
- Preparation of the flowchart

Coding
- Split the code in functions
- Share the functions and write the code
- Combine the functions and finalize the code
- Testing

Deliverables
- Upload the materials on Github
- Write the readme file
- Prepare the slides

Mastermind for dummies

- Random combination of 4 out of 6 possible coloured pins
- Player has 12 attempts max to try and guess the combination

➔ Right colour + right position → Exact match
➔ Right colour + wrong position → Near match
➔ Wrong colour → No match
➔ 4 exact match wins!

Challenges

- Making sure that we could break the loop when we get 4 exact matches

- Comparing the inputs when the same colour was picked more than once

- Refining the code to make it readable by any aspiring pythonista

- Refining our game to boost playability

Highlights

- Splitting the code into blocks

- Combining the blocks and making it consistent (lots of testing involved)

- Explaining/understanding each other's code and helping each other

- Friendly cooperation to make the code flawless

Ideas for a v2

- Replace all figures with colors to avoid confusion on the player's part

- Feedback messages could be improved to boost player morale