OUTPUTS FOR CODEBREAKER GAME

*If the user selects Admin Mode by entering 'A', the program will prompt the user to set the game rules.

- The user must enter the code length, minimum and maximum digit values, whether
 duplicates are allowed, the maximum number of attempts, and the scoring rules (points for
 correct digit in correct position, correct digit in wrong position, and penalty for wrong
 digits).
- These rules will be saved into a file named "vault_config.txt".

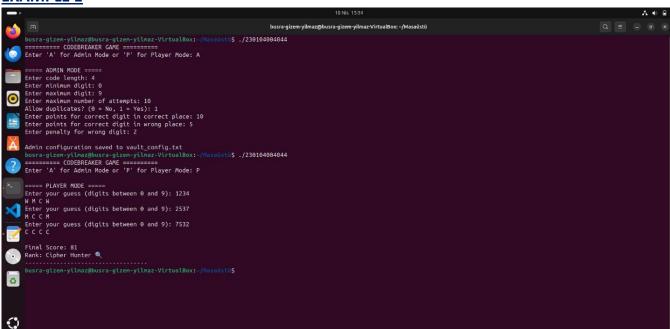
*If the user selects Player Mode by entering 'P', the program will read the rules from "vault_config.txt".

- A secret code will be randomly generated according to the configuration and saved to "vault_code.txt".
- The user is then prompted to guess the code one attempt at a time.

*If the user enters a guess, the program will provide feedback for each digit:

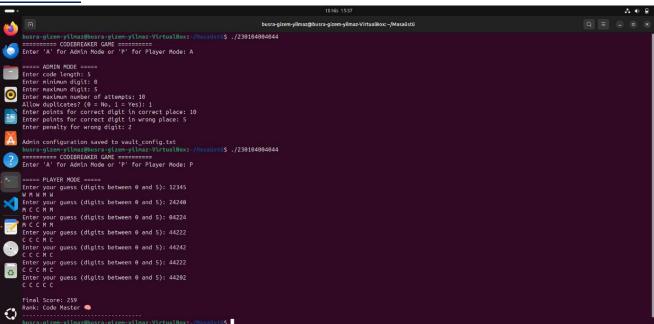
- 'C' if the digit is correct and in the correct position.
- 'M' if the digit exists in the code but is in the wrong position.
- 'W' if the digit does not exist in the code.
- If the guess is valid, it will be logged in "game_log.txt" along with the feedback result.
- If the user correctly guesses the secret code, the game ends and the final score is displayed along with a title based on performance.
- If the user fails to guess the code within the maximum number of attempts, the game ends automatically and displays the final score and title.

EXAMPLE 1





EXAMPLE 2





SOME ERRORS ABOUT CODEBREAKER GAME

- * If the user enters any character other than 'A' or 'P' when selecting the mode, an error message is displayed and the program terminates immediately.
- *If the user enters invalid values while configuring the game in Admin Mode program displays an error message and prompts the user to enter the values again.

