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CSE20212-Final Project

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Mastermind: A Recreation of the Classic Game

In order to run this game, you need to be able to access the SDL1 and SDL2 libraries. All the files that need these libraries have already included them and the makefile provided also has all the necessary compiler flags to pull in these libraries. In order to compile the program, you must first SSH-in to a Notre Dame computer that has these libraries and set the path for the program to access them. In order to set the path, you can either include these in your cshrc file or run them on the terminal:

```
$ setenv PATH /afs/nd.edu/user14/csesoft/new/bin:$PATH

$ setenv LD_LIBRARY_PATH /afs/nd.edu/user14/csesoft/new/lib:$LD_LIBRARY_PATH
```

Then, you can run the following command to use the makefile to compile the program:

```
$ make
```

Finally, in order to execute the program and play the game, you must run this in the terminal:

```
$ ./main
```

Objective:

At the beginning of game play, the computer will select a sequence of four colors. Your goal is to try to crack the computer's code by using a series of guesses and the feedback that the computer provides.

Instructions:

- ➔ First, select a color by clicking one of the pegs to the left of the board.
- ➔ Place the selected peg on the board by clicking one of the holes in the current row (beginning with the bottom-most row).
- ➔ Once all four holes have been filled, click the "check solution" button to receive feedback.
- ➔ Feedback pegs will appear to the right of each row. Each red peg means one of your pegs is in the correct position, and each white peg means one of your pegs is the right color, but is in the wrong position.
- ➔ Use these feedback pegs to make another guess. If you guess the correct sequence before the board is full, congratulations! You are a Mastermind!