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Mastermind

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Play Mastermind as Codebreaker
mastermind

Epics

Labels

Project History

Play Mastermind as Codemaker
mastermind

Smart AI (Optional)

| #110912882 | | Close |

STORY TYPE	Feature
POINTS	2 Points
STATE	Unstarted
REQUESTER	ET Erik Trautman
OWNERS	
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Updated: 8 Mar 2016, 6:51pm	

DESCRIPTION
As a Mastermind Player
I want my AI opponent to be challenging
So I can prove my human intelligence

LABELS
mastermind

TASKS (0/1)
☐ The AI should use some sort of decision process for choosing its moves which takes into account the feedback that has been given choice for its next move.

ACTIVITY

Saving Mastermind (optional)
mastermind

Backlog stories

Icebox stories

Auto