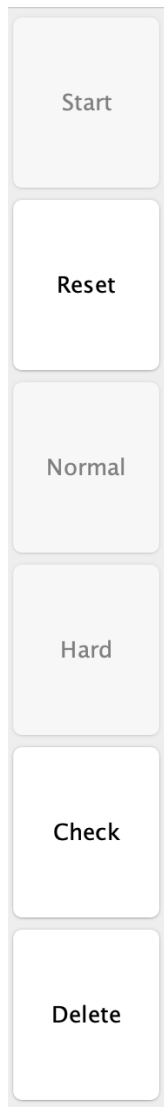Summary: This program creates a 10 by 4 button grid where the user can choose colors (on the south container) to add them to the top row of the grid. The user has 10 "tries" to guess the correct randomly generated color sequence. The textbox on the east container will display hints for the user.

Start

Reset

Normal

Hard

Check

Delete

Game Instructions:

(All the buttons mentioned below are on the left side of the board!)

1. Select "Normal" or "Hard" difficulty
   a. Normal mode is 6 colors
   b. Hard mode has 7 colors
      a. Enables the "pink" button
2. Press Start
   a. A hidden random color sequence will be generated
3. Fill out a row of buttons using the color buttons on the bottom
   a. Press 'delete' if you want to re-input your colors
   b. Press 'clear' to clear the whole board and restart the game
   c. Try to guess what the hidden color sequence is!
4. Press check
   1. Text will be displayed on the right saying how many black pegs and white pegs there are
      a. The number of black pegs is how many of the colors inputted is in the right color and right position
      b. The number of white pegs is how many colors you inputted are the right color, but wrong position
   2. If the text reads: "Black pegs: 2 White pegs: 2" then 2 of the colors you placed are in the right position and right color and 1 of the colors you placed are in the wrong position but right color.
   (Look at picture below!)

5. Repeat steps 2-3 until you get the color combination*
    a. You get 10 tries
6. If you get it right, the bottom left text box will say "You win!"

*I printed the correct sequence in console incase you get stuck 🙄

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Normal sequence:
[4, 6, 1, 1]
Hard sequence:
[5, 2, 7, 2]
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