The mastermind program is a recreation of the classic children’s game “Mastermind” written in the Java language. The game allows the user to create a color “code” for the computer to guess, or to try and guess a “code” that the computer creates. The program can also display statistics about the computer’s guessing algorithm. The development began with distributing jobs to the various team members. Ben was in charge of creating the user guessing portion, Will was in charge of the computer guessing portion, and Chris was in charge of the UI. After a weekend of work, the various parts were combined in a group meeting and put onto a private GitHub. Group members then tested the code and looked for bugs, committing any necessary changes to the repository.