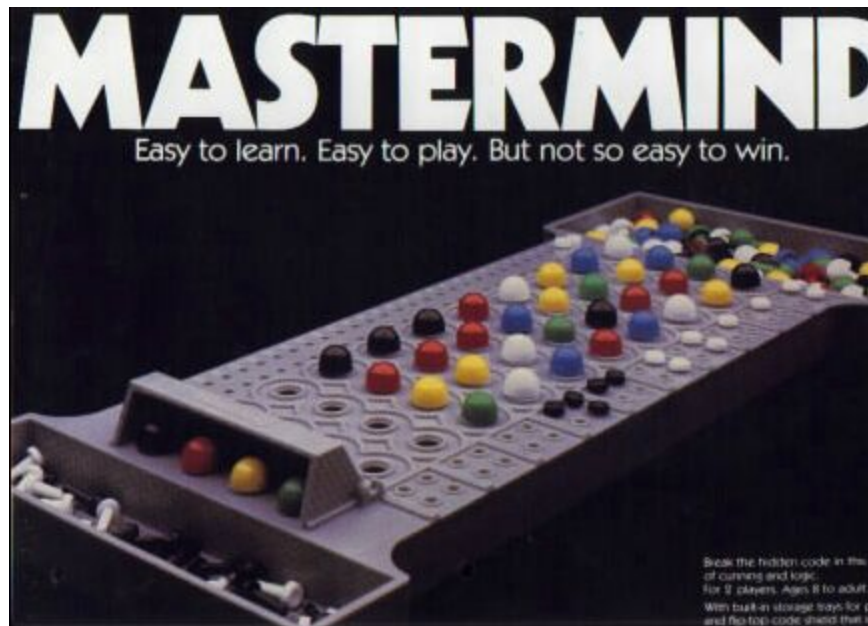# Apps & Games 2014-2015 - Titanium Exercise: Mastermind

The objective of this last exercise of the module is to know the main features of Titanium Studio as a software, and get some practice using an especific Cross Platform development tool.

You'll have to implement a **Mastermind Game.**

In this game, a 4 positions color code is randomly generated by the computer, and the user has 10 oportunities to discover it.

When the user proposes a color code, the computer indicates the number of colors in the proposed code that fit exactly (color and position) with its code, and also indicates the number of proposed colors existing in its code but not in the proposed code.

- The exercise must be implemented with the **basic components** of Titanium Studio (can be done only with Views, Labels and Buttons).
- A **message** must appear if the user wins or if the computer wins.
- A "**restart**" button must be created.
- A "**credits**" button, with access to a credits page, must be created.

This is an example of grid for the game window:
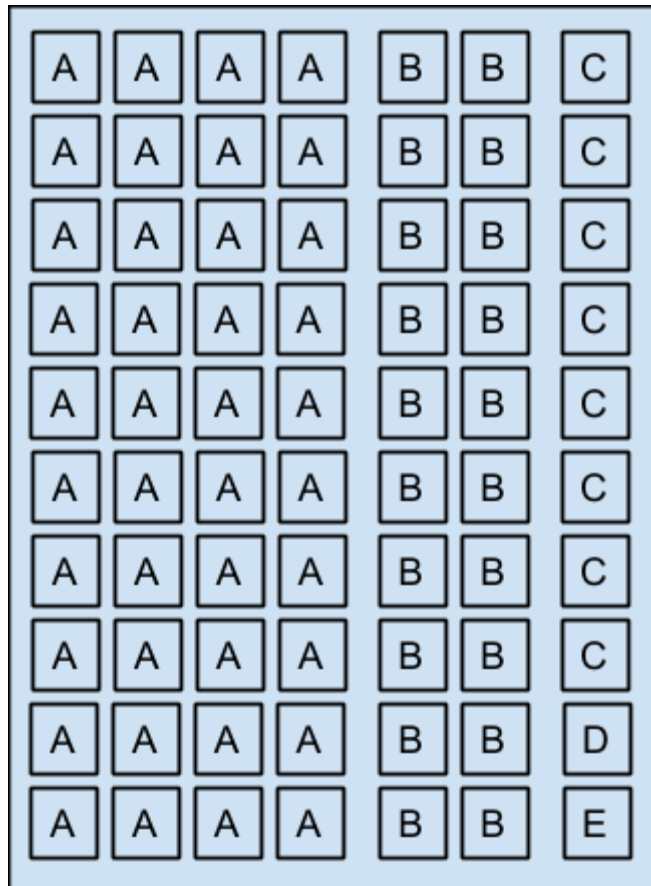
A: PROPOSED CODES AREA
B: RESULT OF EACH PROPOSED CODE
C: COLORS AREA. Every time the user touches a "C" element, the color of the element goes to the next A element.
D: RESTART GAME
E: ACCESS TO CREDITS PAGE

Optional
- Change the selected A element to set the color by touching it.
- Play a happy sound if the user wins or a "fail" sound if the computer wins (take a look at "Titanium.Media" library...)
- Implement the "B" zone with little black and white pegs (as the original game)