# 

Documentation

Documentation for the code breakers project

Team of ⛤ GitHub Cultists ⛤

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Introduction

We made a program based on C++, called “Code Breakers”. It’s a 1-2 player game and has the ability for a player to play against a bot. A player has to input a code and the second needs to guess the code, receiving very limited information about it. The second player who is guessing the code has a maximum of 13 attempts to guess the code and if he guesses the code in less, the game ends and player two wins. If player two runs out of lives, player 1 wins the game.

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Software used

We used GitHub as means of code collaboration and source control

Visual Studio Code and Visual Studio 2019 were used for writing the code of the program.

Code

The project is segmented in different parts, 3 .cpp files and 2 .h header files.

printTable() is one of the most important functions as it prints the ui for the second player.

printInputMode() is another important function which shows the valid inputs, whether repeated symbols are allowed and if you are playing against a bot.



These are custom types that ease development. The structure Code saves the code that is inputted by the first player.