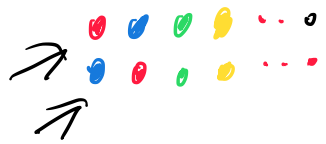
{B, R, G, Y}

Use push as little as possible

game
1. generate input Code
2. input guess
3. compare guess
4. output feedback (pins)
5. end game (return void)

struct?



==Stats==

Player	Wins	Losses	Pride
Okan	5	2	35
AK	2	5	12

Manager

- get params (variant, no of players, player names)
- add (game)
- start (game) (var., player_number, player names)
- next