# Backlog for the Web Applications project “Mastermind”

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## Users:

- Player, which guesses the combination (called player)
- Player, which can set up the master code and check the result after each turn (called Mastermind)

## User Stories:

1.) As a player, I can choose between playing a game vs a Mastermind (other player) or an AI based player, which is playing automatically or viewing the high score.
2.) As a player, I can see the board when I start the game.
3.) As a player, I can use a high score consisting of time and turns needed to guess the right combination.
4.) As a Mastermind, I can set a combination of four code pegs (out of six different colors), so that the player can start to guess the combination.
5.) As a player, I can plug in the four code pegs (out of six colors) in the actual row (depending on the turns played).
6.) As a Mastermind, I can plug in the key pegs in the side holes, so the player can see the information about his guessed combination.
7.) As a Mastermind, I can see the combination after each turn, so that I can plug in the key pegs at the right position.
8.) As a player, I can guess the combination 10 rounds before I lose.

## Sprints:

### 06/11/2014 – 20/11/2014:

- Creating a Game Menu (Story 1)
    - Button functionality
    - User Interface: Design and position of the buttons

### 27/11/2014 – 11/12/214:

- Game View (Story 2)
    - Design of the game board
    - Design of the code pegs
    - HTML/CSS of the board and the code pegs
- Playing against the AI, starting a new game (Story 5)
    - Generate a random color code
    - Create a button to check if the code is right
    - Drag & Drop of the code pegs inside the row

18/12/2014 – 15/01/2015:

- Playing against the AI, playing round after round (Story 5)
  - Design of the key pegs
  - Design of the holes for the key pegs
  - ~~Functionality of the check button: check if the code pegs are equal to the color code~~
  - ~~Set the key pegs according to the result of the button check~~
- Multiplayer Modus, starting (Story 4)
  - Redesign the board for that another row the Master code is on top
  - Implement the possibility to set the master code at the beginning of a new multiplayer game and save it

22/01/2015 – 06/02/2015:

- Playing against the AI, playing round after round (Story 5)
  - Functionality of the check button: check if the code pegs are equal to the color code
  - Set the key pegs according to the result of the button check
- Multiplayer Modus, setting the key pegs (Story 6 and 7)
  - Design of the draggable Keypegs
  - Make The KeyPegs draggable
  - Make the holes for the KeyPegs droppable (depending on the playing round)
- After the Game, showing the rounds played and a High score (Story 3)
  - Save the rounds needed into a highscore
  - When the game is finished:
    - show a highscore popup
    - with a field to enter a name
    - and a button to return to main menu
- Additional features:
  - Add an instruction guide / helper text
  - If there are not 4 codepegs set by the user, don't allow him to check the result and show a message
  - If there are not 4 codepegs set by the mastermind, don't allow him to set the mastercode and show a message
  - Create a help button at top of the board
  - Change the highscore button to a small icon at the top of the board
  - Create a return button at top to return to main menu
  - Create a button to start a new game