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Master Mind user´s manual

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# Installation

The first step to play this Mastermind game is to have a Z80 compiler.

## VSCode and Project

First, we need VSCODE to run the code, where you can check the last version here <https://code.visualstudio.com/download>

Obviously, the project itself which is public in GitHub here <https://github.com/saezro/Mastermind>

## Extensions

To be able to run compile and run the code is necessary to have these two extensions.

Interfaz de usuario gráfica, Texto, Sitio web

Descripción generada automáticamente

## Build

The folder of the project has already been built but to save any change follow these steps.

To build the project first we have to the add the folder to VSCode like this:

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente

Then select the project folder called “Mastermind” and that will open the project and should look like this:

Interfaz de usuario gráfica, Texto, Aplicación

Descripción generada automáticamente

To build it we must open the archive “.asm” and select “Terminal => Run Build Task”

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente

## Run

To run the game after building it select “Run => Start Debugging”

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente

# Play



## Master Mind basics

The game Mastermind consists in someone creating a code of 4 colors and other one trying to solve it.

Interfaz de usuario gráfica

Descripción generada automáticamente con confianza bajaThe solver tries a combination of colors and the coder gives hints about it, red(if a color is in the right place), white(if a color is right but not in his place) and nothing(if nothing is right.)

For example the code is (**RED RED BLUE YELLOW**) and the solver says (**BLUE BLUE BLACK WHITE**) so the hits are (**WHITE WHITE**) because only the blue is right but not in the right place and theres 2 of them.

This is and example of the game we have done.

In the first column the only color that is right is **BLACK** so the hint is just **WHITE**.

In the second column **BLACK** is in the right place and **RED** is not so the hint is **RED** **WHITE**.

In the last column all the colors are right in the place the should so the hints are **RED RED RED RED** that means that the game ends whith a win.

## Game Controls

Interfaz de usuario gráfica

Descripción generada automáticamente con confianza baja

To play this game there’s only 3 main keys to control it “z” to change to the next color, “x” to change to the color before and “c” to accept the color.

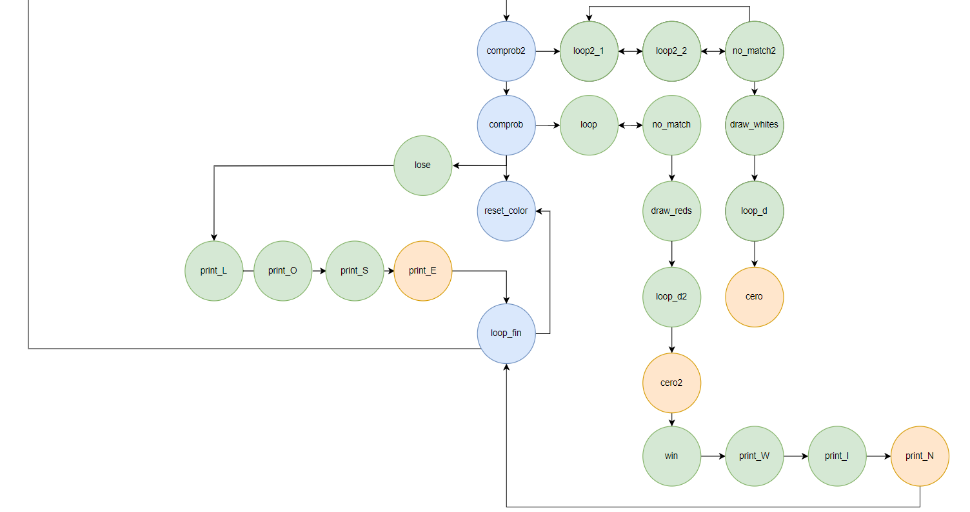
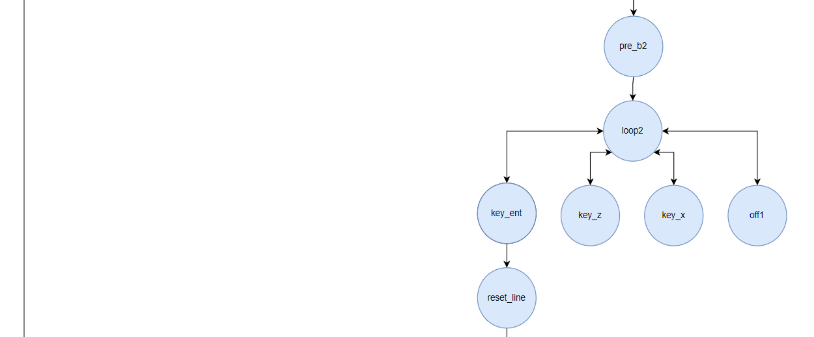
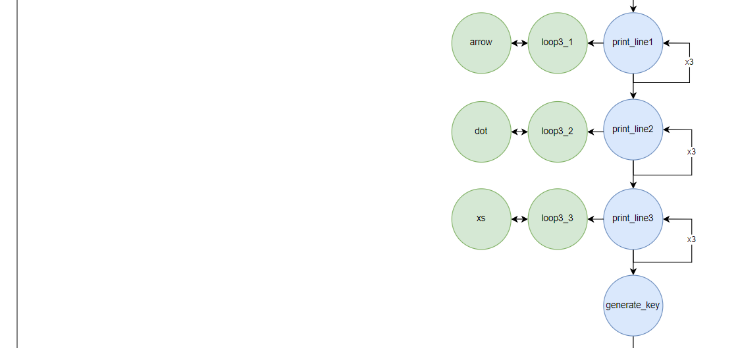
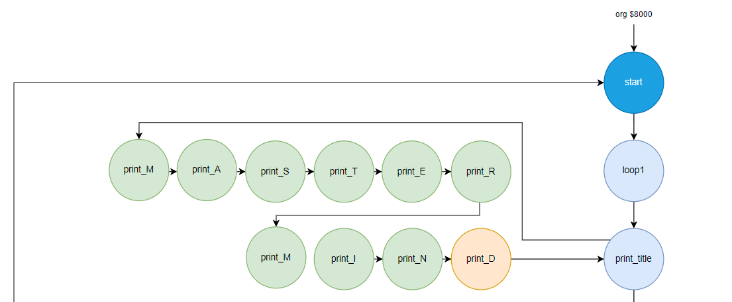
The list of colors is (**BLACK RED PINK GREEN BLUE YELLOW WHITE**) starting in black.

When you finish the game winning or loosing you can press “v” to restart the game.

# Code



## Code diagram



## Code function explanation

Imagen que contiene reloj, computadora

Descripción generada automáticamente

“start” initializes the registers to start to draw in the screen.

“loop1” is the loop that prints all the screen with **BLUE**, and then it prints where is going to be the message of win or lose.

“print\_title” prints “MASTER MIND” in 11 squares where HL aims.

Diagrama

Descripción generada automáticamente



# Participation