Logic for Programming Mastermind

1. Welcome the player to the game and ask them the length of the code to crack. (Min of 3, Max 9)
   1. Determines how many positions need to be filled by player when they are guessing.
2. Based on that number will display the number of guesses that the player is entitled to.
3. Computer to generate the ‘code’ based on the length specific in Step 1.
4. Ask the user to input the colour guess of their first position (needs error handling)
   1. Colour for second position
   2. Colour of third position
      1. Repeat to fulfil the number from Set 1 above.
5. After all guesses complete, the player’s guess will be compared to the CPU’s code (Step 3)
6. Feedback on the guess will be provided
   1. For each correct colour but incorrect position XXX will be displayed
   2. For each correct colour and position combination YYY will be displayed.
7. User asked to enter their next guess
   1. Repeats until number of allowable rounds (determined in 1a) are exhausted
8. At any time, if the user guesses the correct ‘code’ then routine will break and display a success message.