Mastermind

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Resizable

Color wheel

Logic behind checking a guess

Rules:

The objective of Mastermind is to solve your opponent’s hidden code in as few turns as possible. Throughout gameplay, each player will assume the role of both the Codemaker, as well as the Codebreaker. The Codemaker is in charge of creating the code for the Codebreaker to solve. The “code” is composed of four colored pegs, chosen by the Codemaker. These colored pegs may be any combination of the eight possible colors (blue, cyan, red, green, lime, pink, orange, and yellow) and can include two or more of the same color.

The Codebreaker attempts to match the code by placing four colored pegs of their own onto the playing board. The Codemaker analyzes the guess, and then provides feedback to the Codebreaker using key pegs. A red key peg symbolizes that the Codebreaker has a peg of the correct color and location. A white key peg symbolizes a peg of the correct color but a misplaced location. The Codebreaker has ten attempts to crack the code.