

Mastermind

Word Game

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Game Outline

- Mastermind is game on "Finding a word" between the two players by guessing the letters through words.
- Player1 (Computer) thinks of a word. Player2 finds that word through guessing multiple words.
- When all the letters are matched with the selected word the player2 wins and vice versa.

Rules of the Game

- Only Two players to participate.
- One among is Computer it thinks the word other player needs to guess and vice-versa.
- Only 4, 5 or 6 letter words are to be considered.
- No limit on the guesses that can be made to find the word.
- Upon successful guess the player wins.

Example

- Word selected by Computer: ring
- Player2 suggests: step
- Computer responds: 0 letters matched
- Player2 suggests: door
- Computer responds: 1 letters matched
- Player2 suggests: down
- Computer responds: 1 letters matched ...
- This process continues till the player finds the exact match
- Whoever first identifies the correct match wins the game

Program Approach

Language

Python 3.x

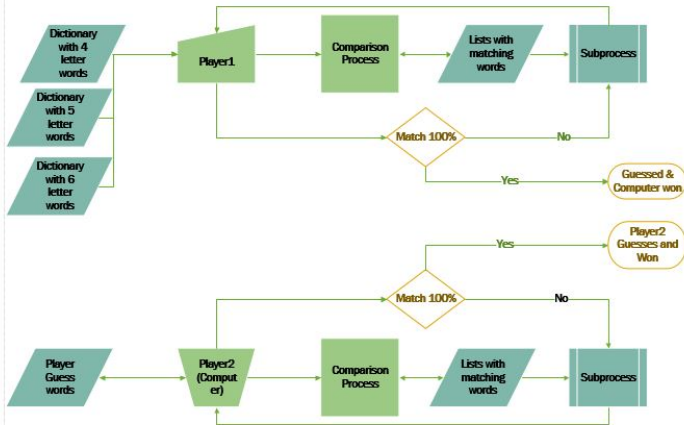
Platform

Linux - Ubuntu

Logic

The user input strings and Computer's string are compared using string comparison. With the combinations of all the matched letters the word will be generated. Random words will be thrown from SOWPODS

Mastermind word game program logic flow



Functions used

- File inclusion
- Read words
- List Change
- Commonletters
- Computer guess selection
- Users guess

Challenges

- Aligning ourselves from C to Python
- Implementing Curses

- Learned and developed code using "Python 3.X"
- Learned and worked on "ShareLatex" presentation creation
- Learned how to use "Curses" implementation

Summary

- This **Mastermind** game is a interactive, interesting and entertaining game.
- This **Mastermind** improves the vocabulary and challenges the brain.