A diagram of a game

AI-generated content may be incorrect.

1. Ask player to input the type of game they want to play(bulls&cows: easy, medium, hard or wordle) : +getGameType, +SetGameType
2. If the player is playing bulls&cows:

(1)Ask player to input secret code. +getPlayerSecretCode

(2)Computer generates secret code based on the level player chose +generateComputerSecretCode()

(3)Start round of game < + runGameRound()>, including:

* Player: +getPlayerGuess() 🡺 +isValidGuess() 🡺 +compareGuess(guess, secretCode)🡺 printGuessLog() 🡺 saveGameLog(String)🡺 +updateGameResult()
* Computer: +generateComputerGuess()🡺 +compareGuess(guess, secretCode) 🡺 +printGuessLog() 🡺 + saveGameLog(String) 🡺 +updateGameResult()

3. End of the game, if either side guess correctly, or reached the max of guessing, it should display “win”, “lose”, or “draw”. +getGameResult(), +displayGameResult()