THE MASTERMIND GAME

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ABSTRACT

This project is to convert a board game namely The Mastermind, which originally played by 2 people, into program whereas one single player is enough to play it.

This game consists of 2 portions: hardware and software. The hardware consists of diodes and push on switches. The main job for the hardware is to get input signal from the player by pressing on the buttons and send the signal to computer through parallel port.

Visual Basic is used in this project. Program is written to get the relevant information from the player and generates some random color. Then it will read and analyze the input from the player through parallel port by pressing on the switches. The software will compare and give response to the player whether he wins or lose the game.

This report contains the construction, the theory behind It and the possible outcomes that can produce. Other than that, the problems and difficulties faced and the solution are also included. The costs are calculated. The advantages and disadvantages of this game are included.

Furthermore, the conclusion that I made after doing this project is discus at the end of this report. The reference that we referred to while doing this project is placed after the conclusion part.