

HIGHER TECHNICAL INSTITUTE
COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT
(USER MANUAL)

COMPUTERIZED VERSION
OF
MASTERMIND GAME
CS / 221

CHRISTOFOROS CHRISTOFOROU
9 JUNE 1999

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Introduction

Welcome to the Computerized MASTERMIND game. The Computerized MASTERMIND game was developed as a Higher Technical Institute diploma project during the year 1999. It is designed to improve the manual version of the game and to promote the MASTERMIND game. It offers a great range of features that make playing MASTERMIND Fun, exciting and challenging. These features include among others Organization of tournaments, Banking accounts for the players, Options for betting on the game results, Internet chatting, Internet Playing and statistical reports.

About this Manual

The User Manual is the only documentation provided with the comprised version of MASTERMIND game. It contains information on how to install, learn and use the game. A discussion of how to install the system on the computer follows. The rest of the chapters deal with the following topics.

- **Introduction to MASTERMIND:** Includes information on what mastermind is, what to play and the rules of the game.
- **Getting familiar with the environment:** Introducing the environment that the system will be executed. Introduction to Windows and the menu of the game.
- **Game Preparations :** Introduction on pre-game features like registering a new computer player, Registering a new Human Player, Login Human Player and organizing tournament.
- **Playing the game :** Includes information on how to play the game on the computer
- **Interface Options :** Presents the interface options provided in the game which include Clock viewing, Advertisements viewing and background music.
- **Banking and Booking Options:** Presents the Banking features of the game as well as how to make bets on game results.
- **Internet Game :** Introduces all the options concerning the Internet.