

Code Breaker

This is a partial clone of the board game Mastermind, information about Mastermind can be found here: [https://en.wikipedia.org/wiki/Mastermind_\(board_game\)](https://en.wikipedia.org/wiki/Mastermind_(board_game))



This button starts a new game



This button reveals the hidden numbers and ends the game



This button changes the game to 6 numbers to guess from



This button changes the game to 8 numbers to guess from

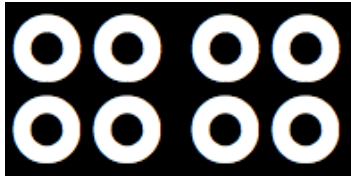


This button changes the game to 10 numbers to guess from

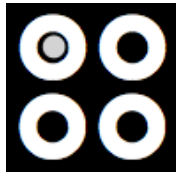


The game works by clicking a number under the game function buttons and then clicking one of the grey circles highlighted by the row rectangle to guess your numbers. Once you are finished with your guess for that row you click on the green question mark circle or the green click to guess square and you are given clues as to how well you guessed.

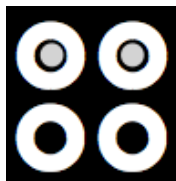
After you click the guess button, it will turn into a set of 8 circles representing how many numbers you have picked are in the hidden number, or how many numbers are in the number and exactly in the right place.



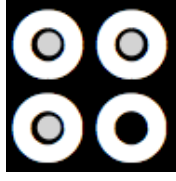
This set of circles means all the numbers you guessed are wrong, no numbers are in the hidden number and no numbers are in the right place in the guess.



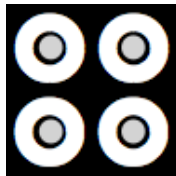
This set of circles means you got one number of the hidden number right, but it is not in the right location.



This set of circles means you got two numbers right but they are not in the right location.



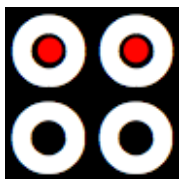
This set of circles means you got three number right but they are not in the right location.



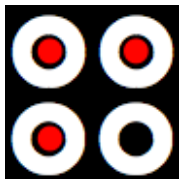
This set of circles means you got four numbers right but they are not in the right location.



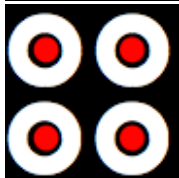
This set of circles means you got one number right and it is in the correct location.



This set of circles means you got two numbers right and they are in the correct location.

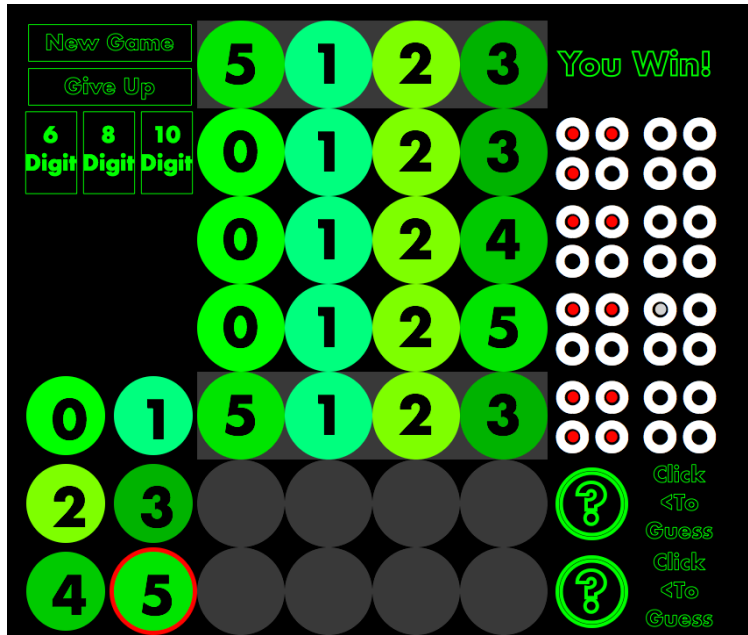


This set of circles means you got three number right and they are in the correct location.

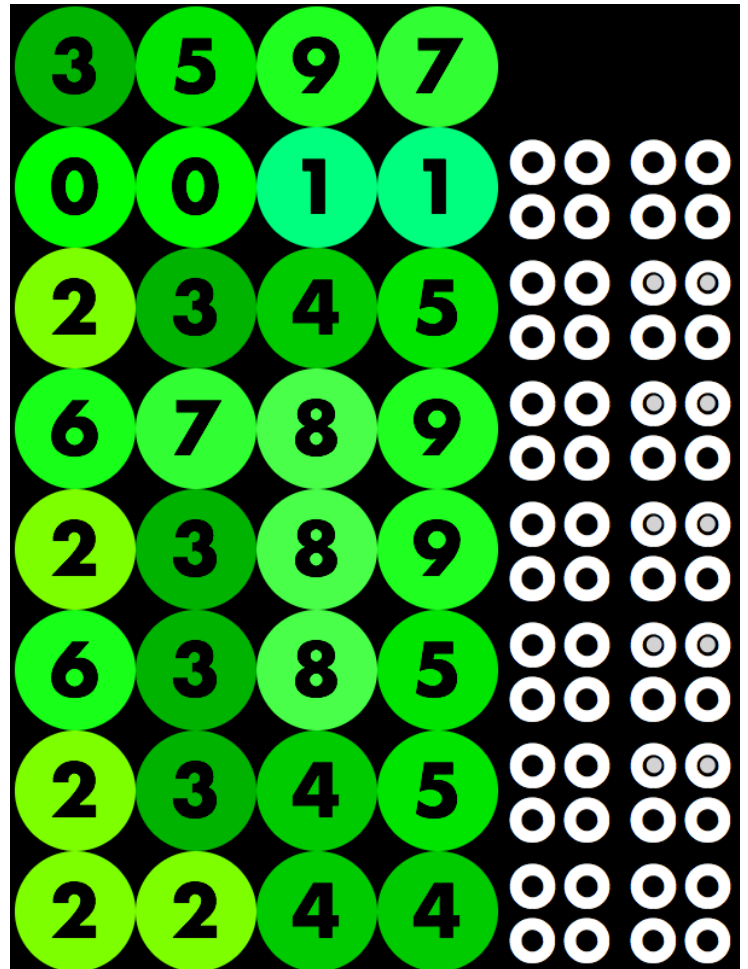


This set of circles means you got all four numbers exactly right and you win the game.

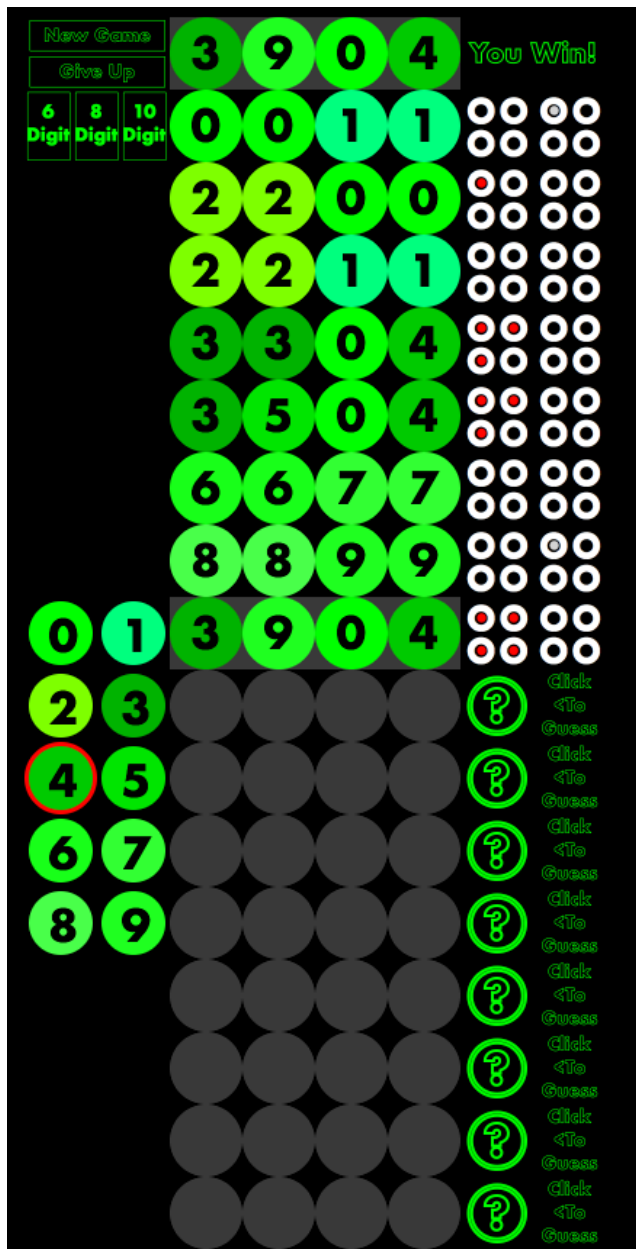
This is an example of a winning game.



This is an example of guess outcomes.



This is another example of a winning game.



This version of Code Breaker doesn't pick the same two of the same number in the hidden row. For example you won't ever have a hidden number of 1, 1, 2, 3 or 2, 3, 2, 1. This game also always gives you 16 chances to guess.

This game was written with HTML, CSS, JavaScript and JQuery.