

Master Mind Pro

First of all this is an usual graphical interface for the well known mastermind game. You can set different levels and have an easy interface. But there is one big difference to all the other mmind programs:

This program let's you play against the computer. The interface is quite intuitive, therefore by trial and error you should figure how to use it (I'm too foolish to write a good help file). Some remarks:

- After finishing of the code entry, Right mouse or Return starts the analysis.
- You can pick up pins (colors) from the color bar or directly from previous trials. The field beside the code field (dark gray pins) shows the actual pin color. By clicking on this field you can erase the color and therefore erase pins on your actual trial field. I found this useful especially at the end of a game.
- By double clicking on the dark gray pins at the bottom you can cheat and look which pin is there.
- If you play against the computer you can set the code for the computer or let a random generator do this for you. During the game the computer does the analysis for you. Therefore you cannot make any mistake (which could lead the computer to confusion) and you cannot cheat either.
- You can play a number of turns (Options dialog) and see who is best after all.
- If you need more lines than actual shown (you can change the number of visible lines in the Options dialog) the screen scrolls automatically. Sorry there is no back scrolling. This is also weakening the computer, because he doesn't see what is not on the screen.
- In the Header bar there are some additional information's about the computer calculations. If the computer plays alone (which is useful to check the algorithm) you see the used time, the number of checked codes and the total number of possible codes. Try different options and see what changes.

Some words to the algorithm:

It is mostly a statistical test algorithm and as soon the program finds a code which fits all previous trials it will be played. Such algorithm has a particular weak point if the start is very close to the code (for ex. getting a 4/0 rating on a 5 digit code). But in most cases it works very effectively. If you play pure statistics it could take very long to find the code, therefore the program counts the played codes and most of the time never checks a code twice. If you play any reasonable combination of digits and possible colors the program is fast enough (on a 486) to play without long waiting times. If you play the maximum numbers (8 digits with 16 colors), it could take a month to get the code.

Copyrights:

This program is a "DON'T CARE PROGRAM". I had enough fun by programming it and wish you fun by playing it, therefore I really don't care what you are doing with the program.

The program was written with Borland Turbo C++ 3.1. As soon I get a version for Windows95 I will release a Win95 version of the program (can take a while).

If you have suggestions contact me at:

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Have fun!!