

SCRIPTING ON SECOND LIFE VIRTUAL ENVIRONMENT

PROJECT WORK 1

Create a Mastermind game to be played in Second Life.

Mastermind is a board game played by two people. The aim is to solve the opponent's colour-code in fewer turns than it takes your opponent to solve your code.

You can find more information about the game e.g. on Wikipedia:

http://en.wikipedia.org/wiki/Mastermind_%28board_game%29

One online implementation may be found on Maths Is Fun:

<http://www.mathsisfun.com/games/mastermind-game.html>

