

SECOND LIFE – MASTERMIND

Developers

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MASTERMIND

- Hidden colour pattern
- Player tries to guess the colour pattern
- after each try player gets a feedback
 - Right colour on right place
 - Right colour but in a wrong place
- Limited number of rounds



SECOND LIFE VERSION

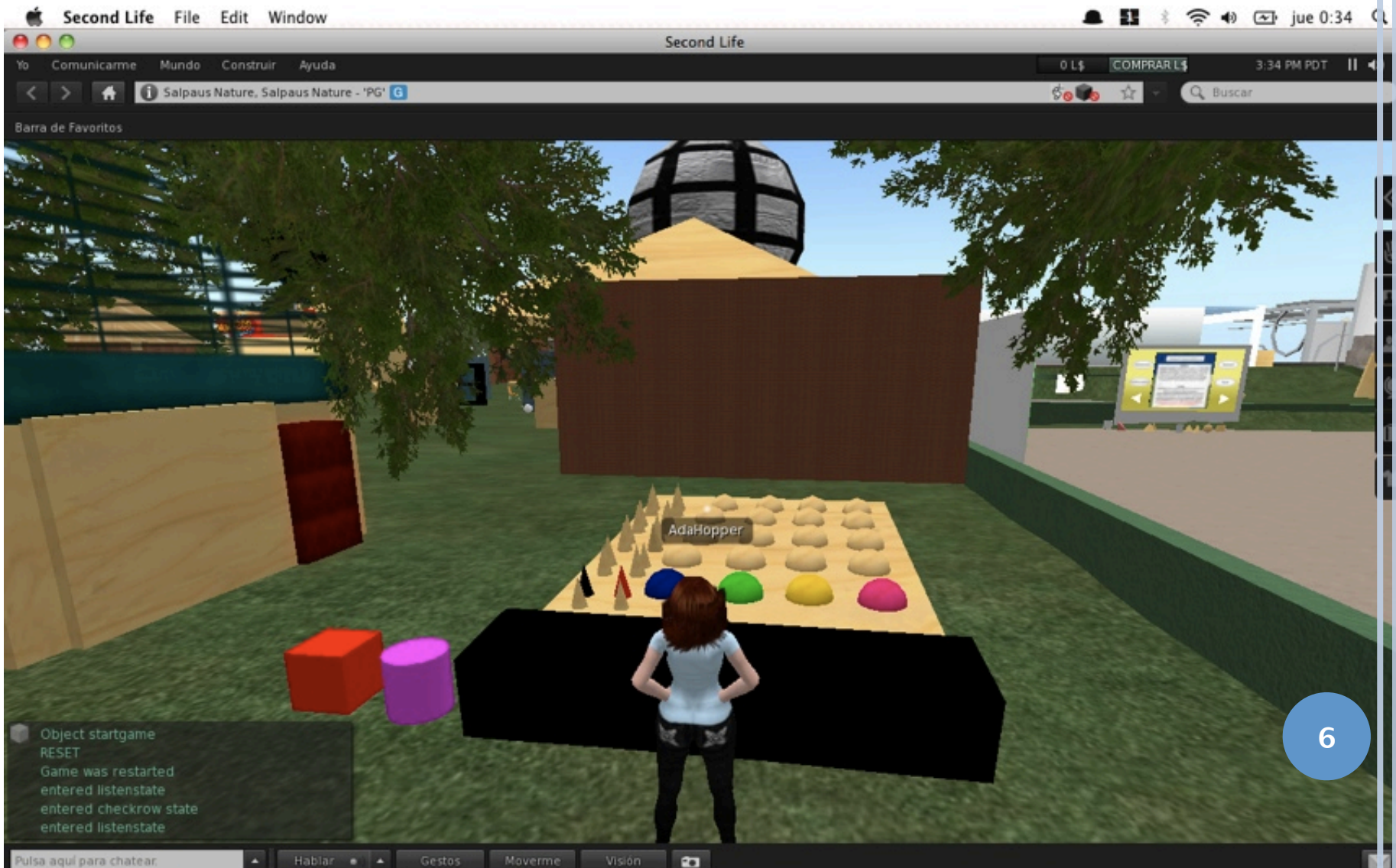
- 5 rounds
- 6 colours
 - cyan, red, blue, green, yellow and purple
- Pyramids to give feedback to players
 - Red pyramids for right colour in wrong place
 - Black pyramids for right colour in right place
- Buttons
 - red button to (re)set the game
 - purple button to check the player's try and to start the game by choosing a random combination of colours



Snapshots: Initial board or reset



Snapshots: Playing



Snapshot: End of game



How it works: Balls

- Every ball has 8 states: default, blue, red, yellow, green, purple and cyan.
- When the user touch a ball:
 - The state changes, so the ball changes it's colour
 - The ball sends a message with the information about it's colour. This is the format:

```
state blue {  
  
    state_entry(){  
        llListen( 667868, "",  
NULL_KEY, "" );  
    }  
  
    listen( integer channel, string  
name, key id, string message )  
    {  
        if (message == "RESET")  
        {  
            state default;  
        }  
    }  
  
    touch_start(integer  
total_number){  
        llSetColor(color_red,  
ALL_SIDES);  
        llSay(667868,  
"1btn11"); //  
(row)"btn"(column)(color)  
        state red;  
    }  
}
```


How it works: Pyramids

- Pyramids get a message from buttons that contains information about
 - Row
 - Colors and their position
- Pyramids changes their colours according to the number of right colours and right combinations(right colour and position)

How it works: Logic of the game

○ States:

- Default:
 - This state (re)set the game. It sends a reset message to all balls.
- StartGame:
 - All balls are painted by their default colour
 - It selects a secret random combination for the hidden pattern.
- ListenState:
 - If user selected all colour in a row, it will write the list of colours to check.
 - Also if message is “RESET” it will turn back to default state.

How it works: Logic of the game II

- States:
 - CheckRow:
 - Checks the inserted row using row number, position and colour values
 - Lose:
 - It ends the game, warns the player and turns back to default state.