# MINESWEEPER REBORN

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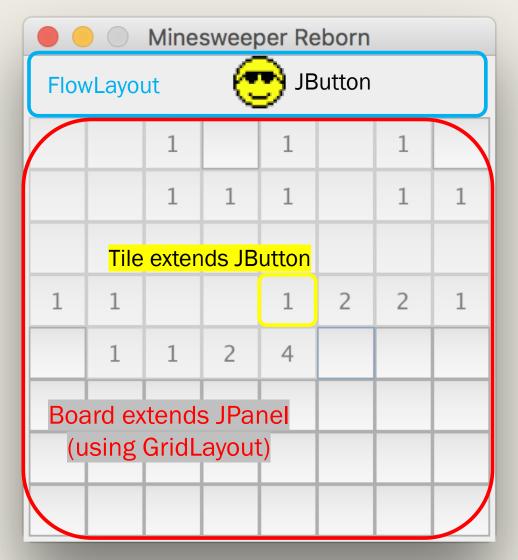
#### Idea

Originally my idea was "Minesweeper Ultimate" where I would implement a classic Minesweeper game but with hidden power-up tiles that would do various things to make the game easier/harder on the player. However after the project proposal, I was recommended to do a original Minesweeper replica instead. Now the project is known as "Minesweeper Reborn". Minesweeper is a classic game where players must decode a grid of buttons to diffuse all the mines. Numbers on revealed tiles indicate how many adjacent bombs there are to the tile. Players must use these clues to figure out where the mines are located on the grid. Clicking on a mine results in a loss.

#### Users

At its current state, Minesweeper Reborn is not ready for advanced/pro Minesweeper players. Unlike the original, Reborn has not yet implemented a timer feature, which is the main indicator of score in the original Minesweeper. Rather, Reborn is current targeted towards casual players or fans of the original game. A sense of nostalgia is introduced by having the original icons for flags, reset button, etc. as well as a neutral color scheme.

## Implementation



Minesweeper Reborn							
	1				1	1	
	1	2		3	2	1	
		1		1			
	1	2		1		1	1
	1	1		1		1	
1	2			1		2	
				1		1	
				1		1	

### Additional Information

- The game is not resizable, just like the original
- The game will detect adjacent empty tiles and reveal them for the player as well as adjacent number tiles to those empty tiles, just like the original
- All graphics used in the project are from the original game
- The game draws its base from the Windows 95 Windows XP versions of the original game
- Keyboard input is supported, although its not very user-friendly yet