

Period: 6
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Project: Minesweeper

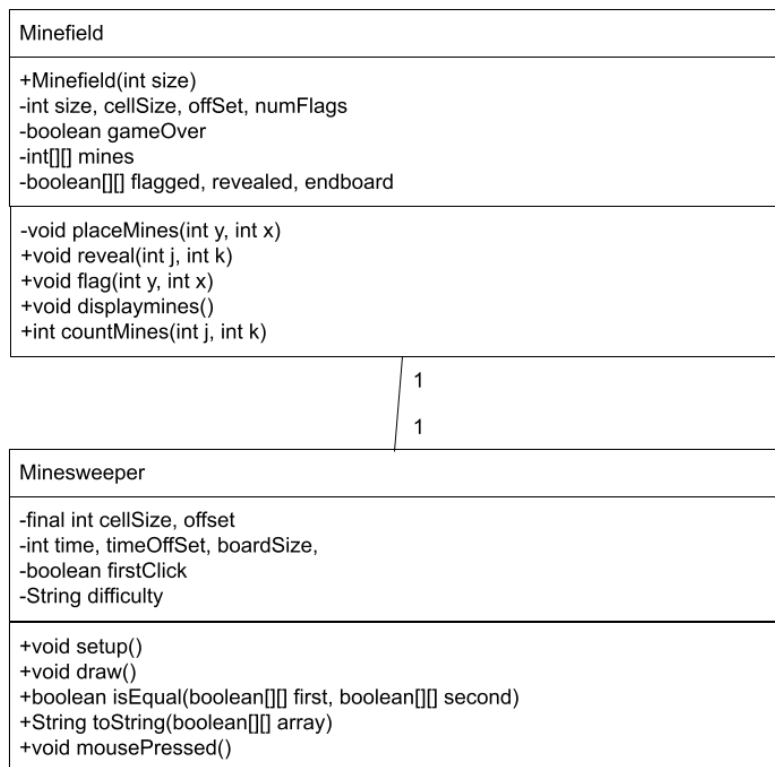
INTRO

For my final project I will be making a game called Minesweeper. Minesweeper is a classic game in which the player must clear a randomly generated minefield. The goal of the game is to use the hints to open up every square on the board with no mines on it, leaving the mines untouched.

HOW TO PLAY

The field is initially empty squares of grass, and once any square is clicked the game starts. When a square is clicked, the grass is cut, and the square becomes open. Numbers are written on open squares, which indicate the number of mines in the perimeter of that square (the square is blank for 0). If the clicked square has a mine on it, the player loses and must restart. A player may right click on a square to place a flag on it as a way to mark the location of suspected mines. The player is given the same amount of flags as there are mines on the board. Editing the “difficulty” parameter allows the player to choose between a 10x10 grid with a maximum of 10 mines or a 20x20 grid with a maximum of 20 mines.

UML



LOG

As this was a solo project, I wrote all of the code.