

- Project Name :

Minesweeper with SVG

- Game Logic :

Minesweeper can be played as a game of logic or as a game of probability.

Contains a 2D grid of tiles: Easy (9x9), Medium (16x16), Hard (20x25) and custom.

Mines are distributed randomly over the grid and the player must avoid passing on a mine!

Then it will explode with all others.

When a non-mine-tile is revealed it shows the number of the neighbor mines number(1 to 8); when there are no mines it starts revealing its neighbors until there is a near mine.

- Drawing the game :

- SVG : svg is used to draw the grid:

- Can be drawn dynamically by JavaScript as x, y tiles are entered by user, or defined by easy, medium, hard buttons.

- x, y coordinates ,isMine, isRevealed, hasFlage and mouse click event are added as attributes to every created svg element (tile).

- Add every tile to the 2D array in the proper i,j location to use it later in the other functions.

- automaticReveal() reveals all tiles.

- Game End :

- Game Lost: Pressed on a mine.

- Win: There is x mines and x flags, and all other tiles are revealed.

-Update! : To be suitable for mobile devices (no right button click):

When all tiles except mines are revealed.



automaticReveal()

