



Minesweeper



Our Amazing Team



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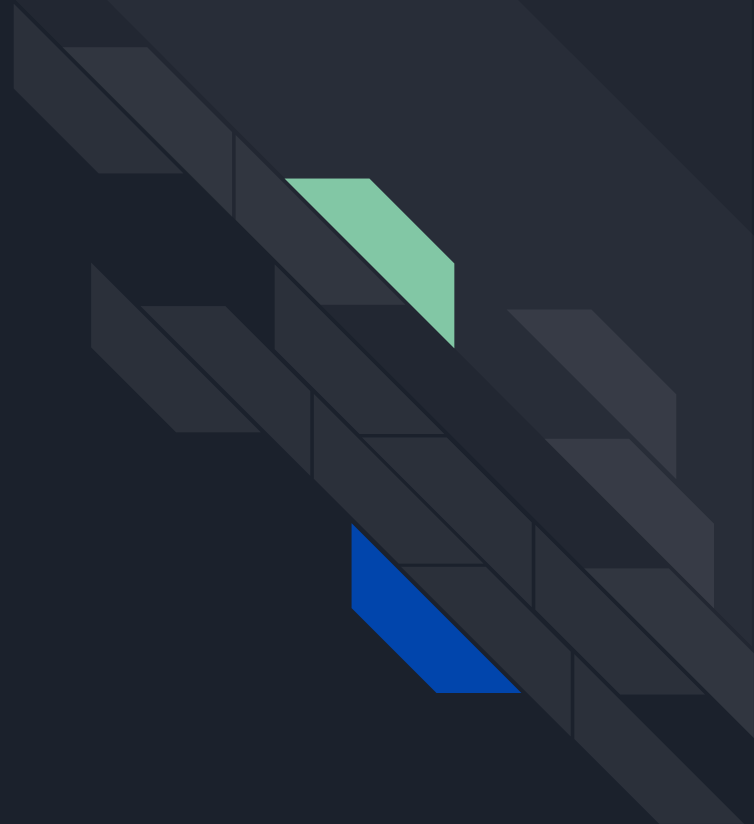
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What is Minesweeper?

Goal of the program

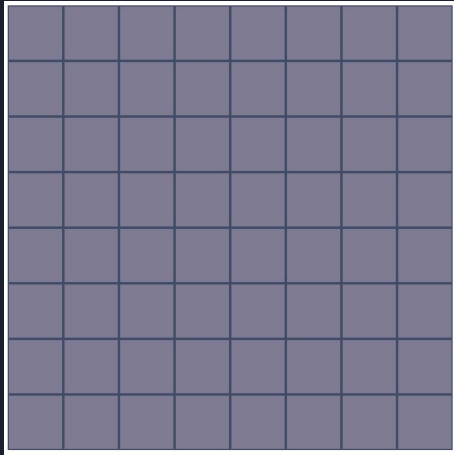
How it works

Project Limitations












What is a Minesweeper?

- Minesweeper is a game of reasoning, based on incomplete information
- Goal: Reveal every square on the board without selecting a bomb, using the information of revealed cells to make next decision.
 - If a player clicks on a bomb, the game is over



Initial State



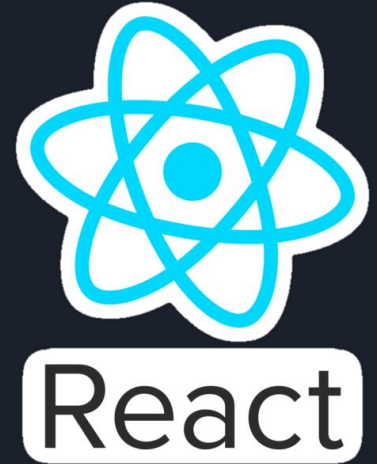
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	1	1	1	1	1	2	
				1		2	1
	1	2	2	3	2	2	
	1			4		1	
	1	3			2	2	1
		1	2	2	1	2	
						2	

Final Result



Goal of the Project

- Create a single player minesweeper game, hosted on a server to allow for multiple people to play synchronously with players with fastest time being added to highscore board.
- Use the concepts and programs we have learned this semester.





How it works

1. Connect to the server.
2. User enters name, and sends information to server.
3. Server sends a randomly generated puzzle with hidden bombs.
4. Client side renders the board for player.
5. Player clicks cells and the client will either:
 - a. Reveal the cell and its number, the player can pick again.
 - b. End Game Lose: player selected a bomb.
 - c. End Game Win: player has successfully cleared the board.
6. The player has the option to play again, with a new puzzle from server.



Project Limitations

- Initially planned to have 2-player functionality:
 - Time limitations of two person team
 - Scope of project too large
- Reduced project scope to only be single player with server functionality



Live Demonstration!

