



Rogue Sweeper

From the Pythonic Pioneers

By: Josh Wiles, Logan Scheurer, Brody Richards, Aiden Mack



Roguesweeper Overview

Roguesweeper is a Minesweeper roguelike that puts a spin on the classic Minesweeper by adding levels and items to the game.

As the game gets progressively more difficult, the game will provide more coins for better items to be purchased in the shop.



Did we hit our project time goals?

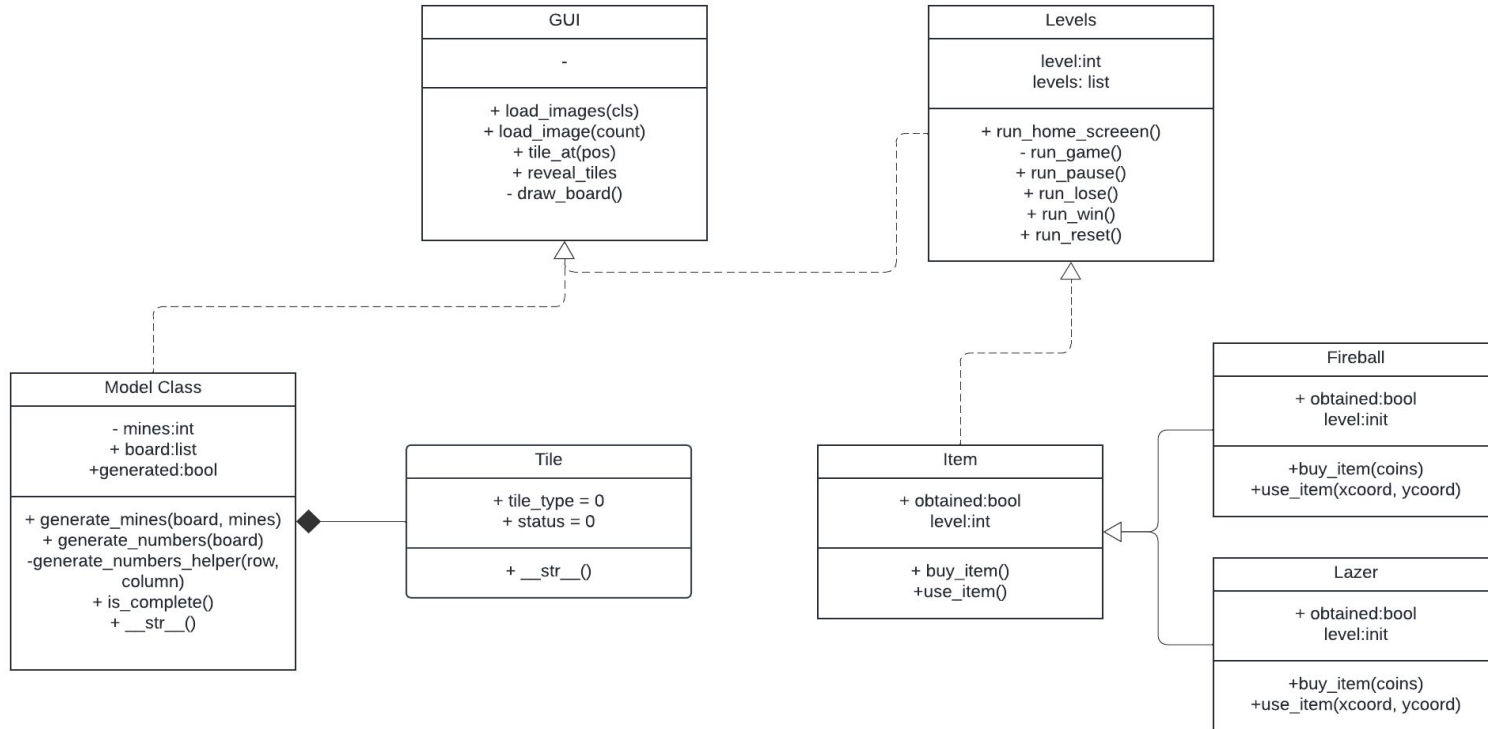
Names: Joshua Wiles, Logan Scheurer, Aiden Mack, Brody Richards									
Sep 2024 - Dec 2024									
TASK: Minesweeper Roguelike	9/30 - 10/4	10/7 - 10/11	10/14 - 10/18	10/21 - 10/25	10/28 - 11/1	11/4 - 11/8	11/11 - 11/15	11/18 - 11/22	11/25 - 11/29
Phase 1 (Set-up) (9/29) - (10/19)									
Initial Research	Aiden/Logan	Aiden/Logan	Aiden/Logan						
Initial Front End Moc Up	Brody	Brody	Brody						
Use-Case Diagram		Josh	Josh						
Established Trello Board	Josh								
Set up version control/repository/markdown	Brody								
Fuctional vs Non-functional requirements		All	All						
Brief overview of the project		All	All						
Establish Communication	All								
Setup meeting times	Josh								
Phase 2 (Base Minesweeper Board) (10/20) - (11/15)									
Design Base Grid			Brody	Brody	Brody				
Minesweeper logic				Aiden/Logan	Aiden/Logan				
Minesweeper mine generation					Logan	Logan			
Flag system						Logan	Logan		
Number generation					Aiden	Aiden			
Simultaneous testing			All	All	All	All			
UML Diagram					Josh				
Flag/mine/number sprites				Brody	Brody				
Phase 3 (Roguelike Aspect)									
Shop/win/lose screens								Josh	
Shop mechanics								Brody/Aiden/Logan	
Level system								Aiden	Aiden

Our goals were met on time for the most part. This was accomplished through our usage of a Gantt Chart for planning when tasks were expected to be completed along with who was expected to complete them.

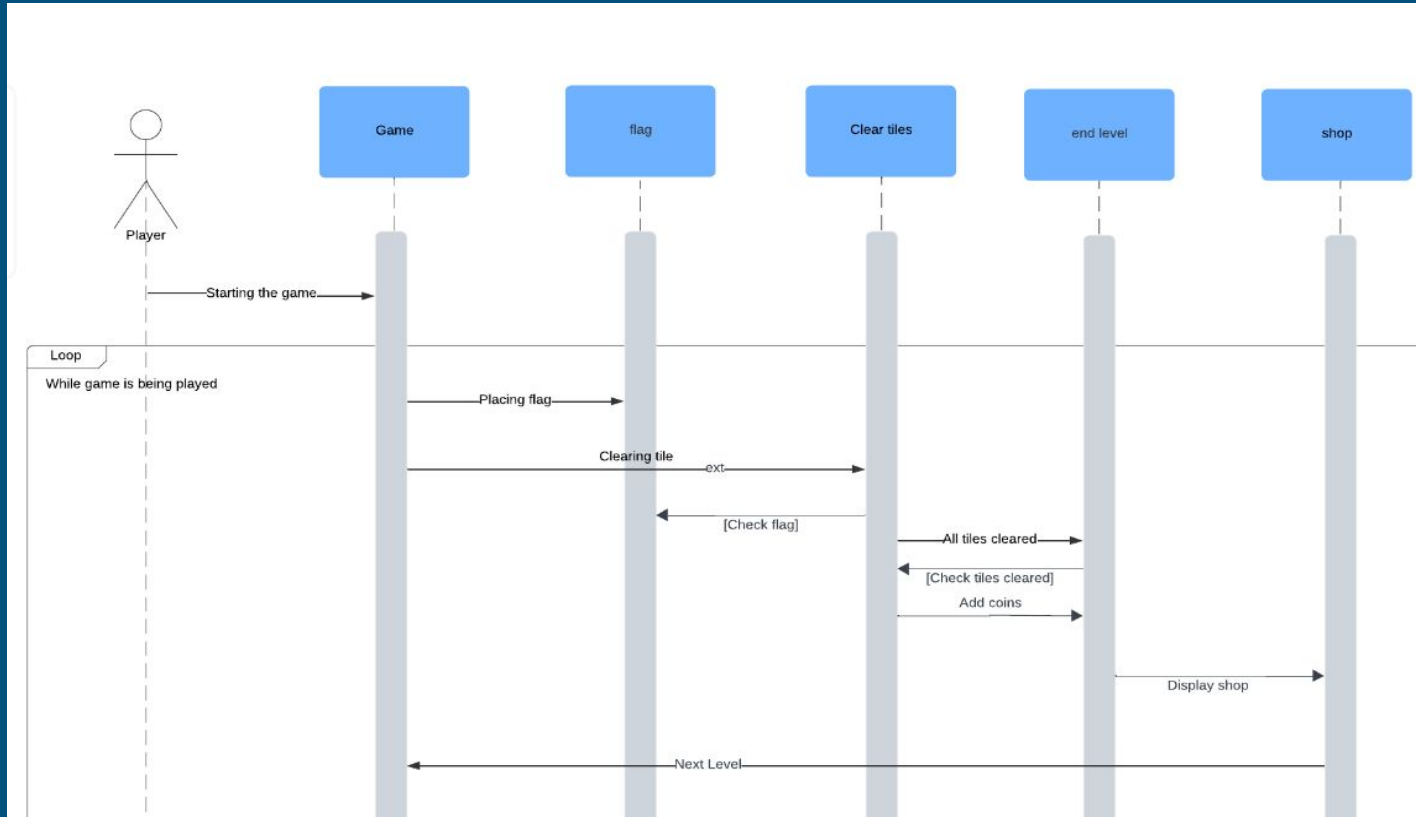
Since our Midterm...

- Completion of UML Diagram/Sequence Diagram
- Developed and integrated many graphical elements
 - Pause screen
 - Win screen
 - Shop screen
 - Title screen
- Created working leveling system
- Mine generation

UML Class Diagram



Sequence Diagram



Challenges we faced...

Scheduling Meetings - Finding times where all of us could work on the project together at the same time was difficult given differences in everyone's schedules.

Figuring out frontend/backend elements - Since we broke our group into front and back end developers, assigning tasks to specifically front/back end were challenging at times.

Project on Display

