

COP 3252: Advanced Java Programming
Florida State University
- Project Proposal -

1. Team Members

Benjamin Bishop

2. Project Title

Java Minesweeper

3. Motivation

Minesweeper, has been a game that has kept me occupied for many years of my life. When I saw it amongst the list of available games, I thought it would be a great opportunity to learn just how simple or complex it really is.

4. Brief overview of what you are proposing

I will develop the game Minesweeper, as true as I can to the original. However, I would like to add one additional feature not found in the original, a 'Hint' button. The Hint button when pressed will display one random mine's position.

5. Features to be implemented

- GUI for the board.
- Be able to mark and unmark positions.
- Game will clear if all mine free positions are revealed, declaring winning message
- Game will clear if mine is selected and declare losing message.
- Game will have 'Hint' button, to show uncovered mine.
- When game is lost show uncovered mines, as well as any incorrectly marked cells.
- When clicking a clear cell, it should uncover and display number for adjacent mines.