Assignment 2: This is Mine Plan!

CS 3020

# Due Date: 2/28/18

# Assignment:

The grammar mistake in the title is on purpose! For this assignment you will be planning for Assignment #3, which will be Minesweeper using Windows forms! Isn’t this exciting? Yes, yes it is. To do this planning, you will be using our old friends, the UML diagrams (Namely Class, Activity and Use Case Diagrams) as well as creating a mock-up in Visual Studio. While this mock-up doesn’t have to be functional, there are a few features that must be included these are:

# Program Details:

* A Menu Strip with a functional “Close Program” button.
* The buttons that cover up the playfield must be generated and placed programmatically.
* A status bar with the elapsed time in seconds since the game has started.

# Planning Notes:

* Remember what each control’s job is.
* Have game logic running separately from the controls.
* Classes are your friends.

# Submission:

Your project should be called *<uccsusername>Battleship.* Turn in the entire project folder zipped into a file called <uccsUsername>Assignment1.zip. The assignment is due before class on the 12th. ***The project must be able to compile and run or it will be given a zero.*** Coding style will also be a portion of the grade, so remember to comment, use proper capitalization, good variable names, etc.