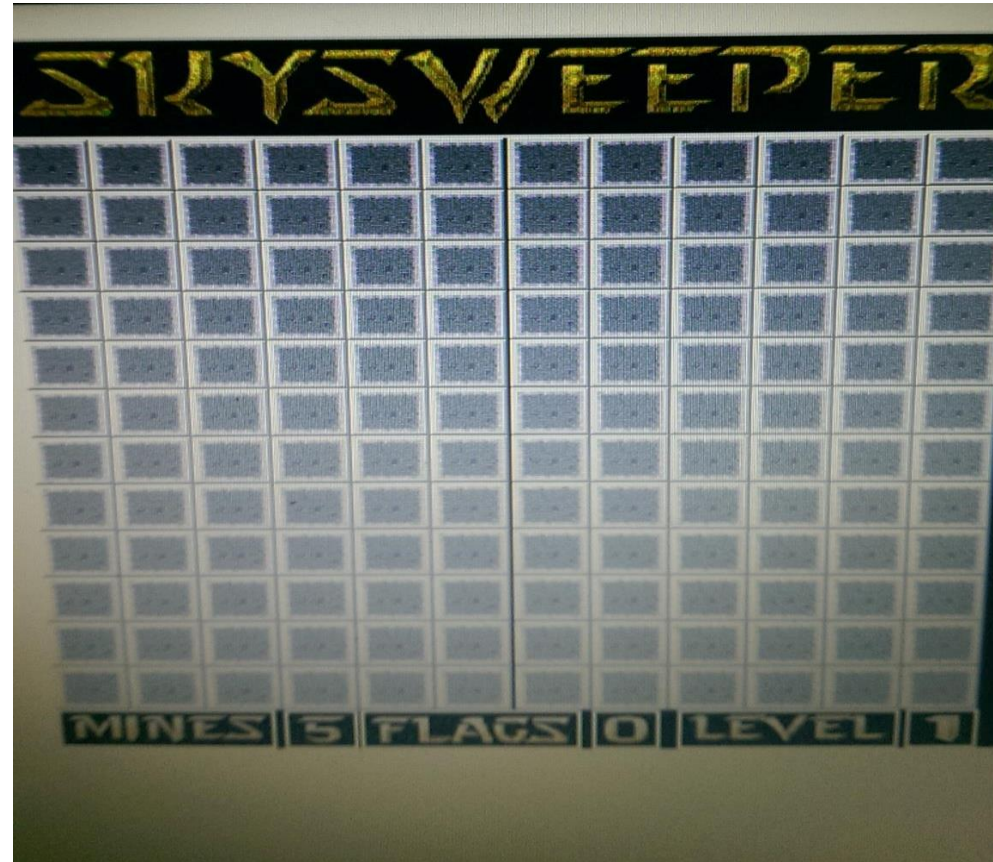# SKYSWEEPER

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About Skysweeper

- Skysweeper is a single player game in which the player tries to clear a board filled with mines without hitting any of them.

- The mines are arranged into different constellations from level to level.

How to Play Skysweeper

- The aim of the player is to figure out what constellation is in what level and try to finish that level without detonating any of the mines in the shortest time possible.

- The number of mines in each level is shown at the bottom left of the window.

- Once the player finishes a level they may move onward to the next one.

- If the player suspects a mine to be in a tile, the player can flag it and continue playing.

- The number of flags is also displayed at the bottom of the window.

- If the player flags all the correct mines, then they win.

After Playing

- If a level is won the LEDs turn on to display a smiley face and a victory sound plays.
- The player can then move onto the next level if they choose to.
- If the player clicks a mine LEDs turn on to display n LED pattern twice and then an explosion sound plays.
- After the LED pattern displays with the sound the board is revealed to the player so they can see where the remaining mines are placed.

Why Skysweeper?

- The name itself was thought up by Zach Cloutet. We were sitting around a table brainstorming when he said, "Idk I was thinking of calling it Skysweeper. It suits what we are trying to do." And it was decided!
- Unlike minesweeper which is based primarily on luck, Skysweeper is also based on the knowledge of the constellations.
- Skysweeper tests a players knowledge of constellations. Though the constellations are placed in random positions on the board if a player has decent understanding of the constellation they are trying to solve they should be capable of figuring out the locations of the mines thus being able to flag them.
- https://github.com/CRogers999/CSC-132-Minesweeper