

Minesweeper

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Welcome to Minesweeper

Compete For The
High Score!

New Survival Mode

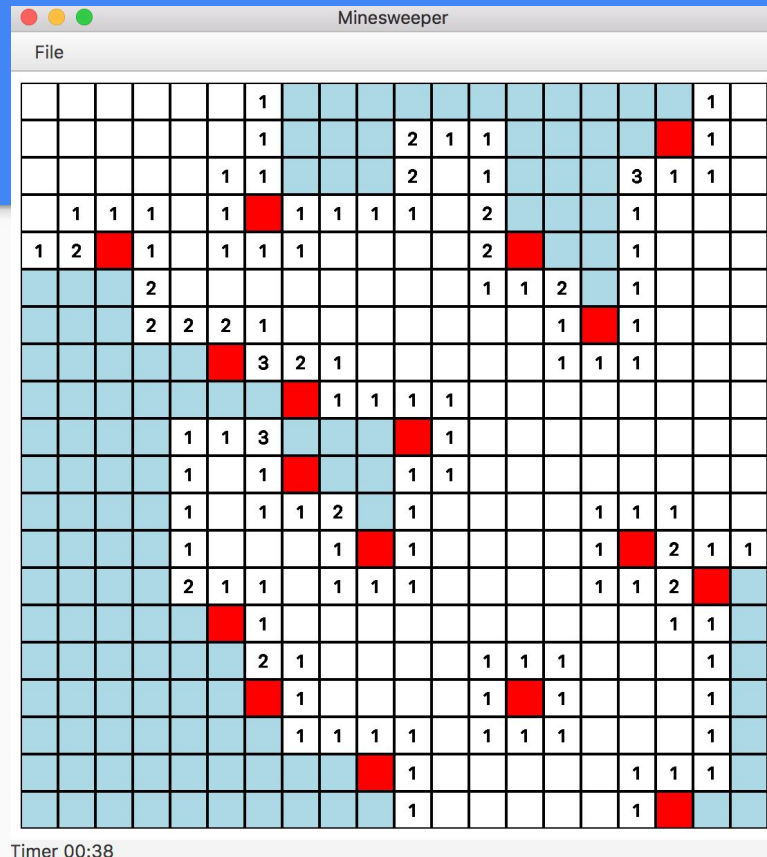
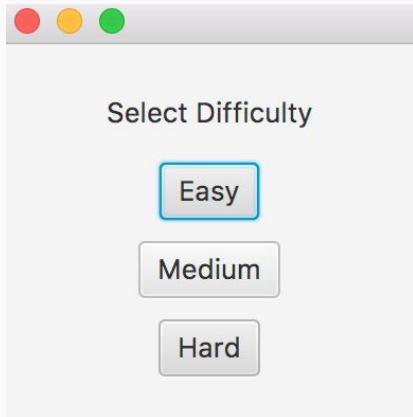
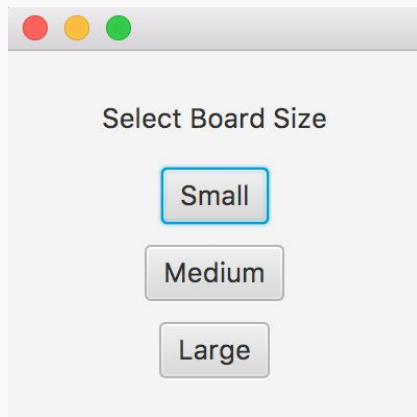


The Classic You Know
and Love

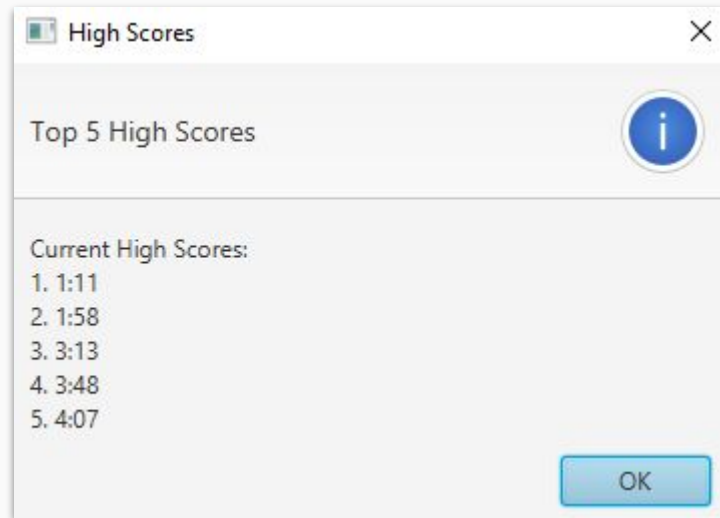
Classic Mode

Users can select board sizes.

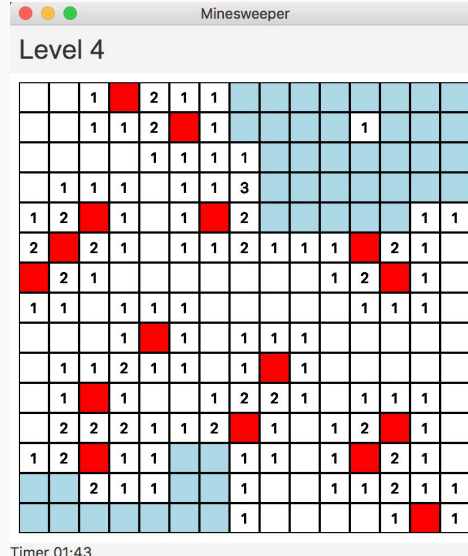
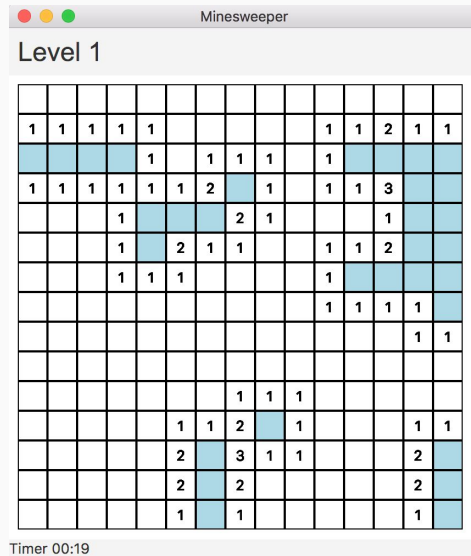
They can also select difficulty which corresponds to percent of cells that contain a mine.



High Score Board



Survival Mode (Wow Factor)



- Survival mode is a level by level mode where the user gets 5 minutes per level to complete.
- The levels get progressively harder
- If the user does not complete a level in time, or loses on a level the survival mode ends and they must start over.

Implementation Choices

- MVC architecture
 - Model View Controller used to separate storing and creating data, interacting with user and responding to changes.
- Two Board Design
 - One board used to store mines and number of mines around, another board used for storing states of cells (uncovered, covered, and flagged)
- Save/ Load Serialization (boards/timer and scoreboard)
 - One serialized file stores timer and boards of current game
 - Another file to store the scoreboard