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CST-227-O500

Milestone 2: Interactive Playable Version

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This milestone builds upon the work from last week, adding responsive game state and winning/losing logic to the overall game loop.

Now, when playing the program, the user enters a true game loop where they see an updated grid after every tile selection.

A screenshot of a computer

Description automatically generated

*Updated Grid printed during game loop*

If the user selects a tile where there are no surrounding armed tiles, then the tile shows as blank.

A close up of a screen

Description automatically generated

*Blank tile in grid printout*

A picture containing drawing

Description automatically generated

*Success message upon completing the game*

A picture containing drawing

Description automatically generated

*Failure message upon choosing an armed tile.*

**Documentation**

**UML Diagram**

A screenshot of a cell phone

Description automatically generated

**Flow Chart**

A close up of a map

Description automatically generated