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CST-227-O500

Milestone 3: Recursion

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This milestone adds a recursive function that displays large swaths of tiles around the selected, non-live cell.

Now, chunks of connected, non-lethal tiles will be printed as blocks of “~” symbols bounded by tiles with live neighbors. See the latest screenshot below for an example.

**Screenshots**

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.*

*A screenshot of a computer

Description automatically generated*

*Grid printout with floodFill functionality, showing groups of unarmed tiles.*

**Documentation**

**UML Diagram**

A screenshot of text

Description automatically generated

**Flow Chart**

A close up of a map

Description automatically generated