Daniel Cender

CST-227-O500

Milestone 4: GUI Version

Sept 26, 2020

This milestone adds a GUI mockup of the game elements, namely the difficulty selector and the minesweeper board. A section for wireframes has been added to the end of this write up with the new GUI wireframe. There are new screenshots in the section below illustrating the functionality of the completed milestone program.

**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.*

Graphical user interface, application

Description automatically generated

*Level selection GUI form.*

*A tiled shower

Description automatically generated*

*Minesweeper board GUI with click-iteration functionality on all the buttons.*

**Documentation**

**UML Diagram**

A screenshot of text

Description automatically generated

**Flow Chart**

A close up of a map

Description automatically generated

**GUI Wireframes**

**A picture containing calendar

Description automatically generated**

*Mockup of the first iteration of the Minesweeper GUI forms.*