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CST-227-O500

Milestone 5: Combining GUI and Game Logic

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This milestone adds a fuller GUI implementation of the Minesweeper game. Now the old game logic from the console version has been adapted to work with the current WinForms application. The same game rules and ending states apply, but in a much more user-friendly format.

More screenshots of this latest update have been added to the documentation below.

**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.*

*A picture containing indoor, tiled, sitting, shower

Description automatically generated*

*Full Minesweeper GUI implementation, in the current state of play (1).*

*A picture containing indoor, tiled, water, sitting

Description automatically generated*

*Full Minesweeper GUI implementation, in the current state of play (2).*

*A screen shot of a computer

Description automatically generated*

*Full Minesweeper GUI implementation, in the current state of play (3). Game over state.*

*A picture containing graphical user interface

Description automatically generated*

*A very unlucky, but entirely possible game outcome.*

**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.*