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CST-227-O500

Milestone 5: PlayerStats class

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This milestone adds a PlayerStats class to the MinesweeperClassLib project solution, which is then utilized in a new form in the Minesweeper game to read, compare, and save player-based data. A new form has been added which will display a list box of 10 of the highest scoring players.

**Issues:**

There is no weighted measuring of scores based on the difficulty level selected, as of yet. That will be part of the final polishing phase right before presenting the final milestone project.

Also, the past players’ scores aren’t shown in the list box. That needs to be fixed.

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.*

*A screen shot of a video game

Description automatically generated*

*Stats file with more than 10 records, in order to test LINQ filtering for the top 10 records, even if player does not win game.*

*Graphical user interface, application

Description automatically generated*

*Updated level selection form, with name input box for use in the Leader Board.*

*Graphical user interface, text

Description automatically generated*

*In-progress LeaderBoard view box, which displays before returning to the Level Select Form.*

**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.*