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CST-250

Milestone 2

1-10-2024

**Class UMLs and Flowchart**

**A screenshot of a computer

Description automatically generated**

The class UMLs were not updated, only the code within Program.cs

**Game Won Screenshot**

**A screenshot of a computer

Description automatically generated**

Had to enable cheat mode (infinite lives) to get this screenshot. Cells with bombs are shown as #, while any cell without live neighbors is simply white space and undiscovered cells are a question mark.

**Failed Game Screenshot**

**A computer screen with a black screen

Description automatically generated**

I am not that good at this game, but it shows the failure message.

**In Progress Game Screenshot**

**A computer screen with a black square

Description automatically generated**

Shows the game board about halfway through my “cheat” run. One thing I still need to figure out is how to print out the grid with an actual UI that looks nice. The one above has issues and if you stare too long at it you will get a migraine.

**Side Note:** I remade the file structure so it shouldn’t be a labyrinth of directories/folders this time. Program.cs is in the ClassProject directory, while all the other classes are in the MineSweeperClassLibrary directory. The other two directories contain the screenshots if you want a closer view and the actual draw.io file for the class UMLs and flowchart.