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CST-250

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Milestone 4

**Flowchart**

**A screenshot of a computer

Description automatically generated**

Basic starting design for both the main menu form and then the actual game one.

**On FrmDifficulty Load**

**A screenshot of a computer

Description automatically generated**

Instead of 3 difficulty options I did 4, but a fair warning, nightmare mode truly is a nightmare with this game. The two boxes in the top left image are placeholders for images. Was going to have a simple bomb just to add some spice to the form.

**Difficulty Selected View**

**A screenshot of a computer

Description automatically generated**

The way I have it set up is that if the user has not selected a difficulty setting, the button is unclickable. Once a user does select a difficulty, all other options are disabled and the button is made clickable.

**On FrmGame Load**

**A screenshot of a computer

Description automatically generated**

Decided to go ahead and implement a “working” mine sweeper game instead of just having the boxes increment by 1 when clicked. Starts up with every box (cell) being a question mark, along with a grey background for a “fog of war” type effect.

By “working”, I mean the game never ends and you can not win or lose.

**On Button Clicked**

**A screenshot of a computer

Description automatically generated**

You can barely see it, but the cell we clicked on has a faint blue outline. Since the cell has no live neighbors, it calls the Flood Fill function, and the result is seen above. So, the color green means no live neighbors, yellow means some live neighbors with the amount displayed on the button, and spoiler; red denotes a bomb.

**All Cells Clicked View**

**A screenshot of a computer

Description automatically generated**

Shows the whole Board view after clicking each cell. Debating rewriting the function used for creating bombs. A chance of the bombs being adjacent seems a little odd but maybe that’s how it can be in the actual game.