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Project Requirements

For this project I need to create a minesweeper game. It will need to have a grid of buttons. When left mouse button is pressed on a button it will either reveal a clue or a mine. Revealing a mine will lose the game. There will be a random number of mines randomly placed on the map. There will always be at least one mine. You win by revealing all boxes that aren’t mines. The boxes that don’t have mines will give clues that is a number corresponding to the number of mines that are adjacent to it including diagonals. The clues should be different colors to make identification easier. Revealing a clue that has no mines around it should open all the clues around it and that should continue until all the empty clues around it are opened. The right mouse button should change a blank tile to a flagged tile. Flagged tiles can’t be opened with left click. If they right click on the flag it will be turned into a question block that can be opened. If they right click on the question block it will be returned to a normal button. When the victory condition is met the game should reveal all the mines and display a victory message. It should do a similar thing if the player loses with a lost message. If the player lost, It should also show the mine that they clicked that lost them the game and any tiles they flagged which didn’t have a mine. It should have a dropdown that allows the player to reset the board or exit the game. It will have another drop down menu called difficulty that will allow the player to set how many rows and columns the board has to 3 presets. There will be a timer that counts up from the moment a new board is made. I finished the assignment and included all the extra credit.