

Mine Field Description

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The project I would like to make would be “Mine Field”. Basically an adaptation of minesweeper but with multiple players, anywhere from 2 to 4. The game would look like a grid with a bunch of buttons on it. each player will start on a different button. The objective is simple stay alive longer than your opponent. You click on an adjacent button and hope there isn't a mine on it. Score would be determined as the number of times you moved. once a space is clicked the players icon will show up on it. There could be an indicator as to how close a mine could potentially be or a threat level indicator. So if I was on a block and there is a mine somewhere within 2 spaces the threat indicator could represent that.