ARAS – Fugusweeper

Our Team

- Ignas Valiukas – Facilitator and builder
- Augustas Kazakauskas – Exhibitor and architect
- Vladimir Kulbakin – Designer
- Paulius Deveikis – Critic

ARAS – Lithuanian police force, known to neutralize explosive devices.

The Project

We attempt to recreate a minesweeper-like game, but with a twist – it's ocean themed. Though mechanically, the game will still mostly resemble the classical minesweeper games you may know (take Windows 98 *minesweeper* for example). It is, of course, nowhere final at this stage.

Workload (1st stage)

	Ignas Valiukas	Augustas Kazakauskas	Vladimir Kulbakin	Paulius Deveikis
Facilitator	20	0	0	0
Builder	120	0	0	0
Exhibitor	0	70	0	0
Architect	0	20	0	0
Designer	0	5	120	0
Critic	0	0	0	31
Total	140	95	120	31

Tools and Technologies

For this project, we use Java and some of it's API (namely *AWT*, a GUI toolkit). As for IDEs/text editors, the builder, critic uses Intellij IDEA and the architect uses *neovim*. And for image editing, the designer uses *Adobe Photoshop*. Unfortunately, our *fugusweeper* only functions correctly on Windows platforms at this moment.
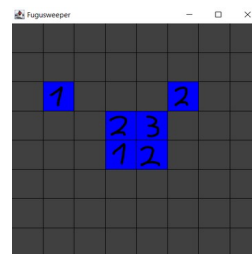
Structure of The Project
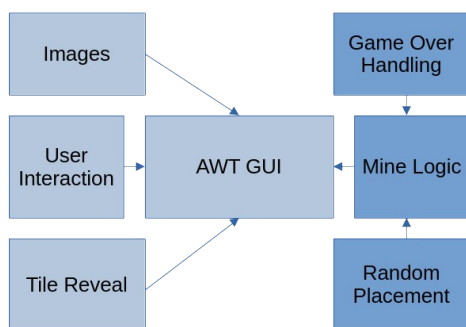
Use Cases/Activites
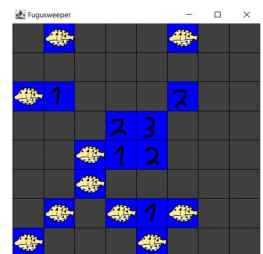

Figure 1: Revealed tiles showing numbers of fugus. POC

Figure 2: More revealed Figure 1. POC

Take a peek at our project!

- https://github.com/OOP-ARAS/Fugusweeper
- https://youtu.be/GN31nByeOsk