Midterm Project Proposal

Stephen Gagne   
040899742

MTM6330 Web Production  
Section 010

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Project Overview:

For the midterm project, I intend to build an interactive web-based version of the classic game Minesweeper. The game will progress through increasing levels of difficulty and will continue until the player hits a ‘mine’ at which point the game will end and the player will be presented with the score they achieved.

Target Audience:

Given the nature of the game, the site is most likely to appeal to people who fall into one of the following categories:

1. People 30+ who remember playing the game as part of the Windows operating system in the 1990s and early 2000s.
2. People looking to challenge themselves in a game of logic and geospatial reasoning.
3. Enthusiasts of ‘retro’ styled arcade games.