

Minesweeper

NOT A MINE-LESS GAME

• Who Are We?



Kona Glenn CSEG & Math Major Developer



Marion Duval Biochemistry Major Developer



Kate Douglass CSEG Major Product Owner



Clara Chaplin Math & CS Major Scrum Master



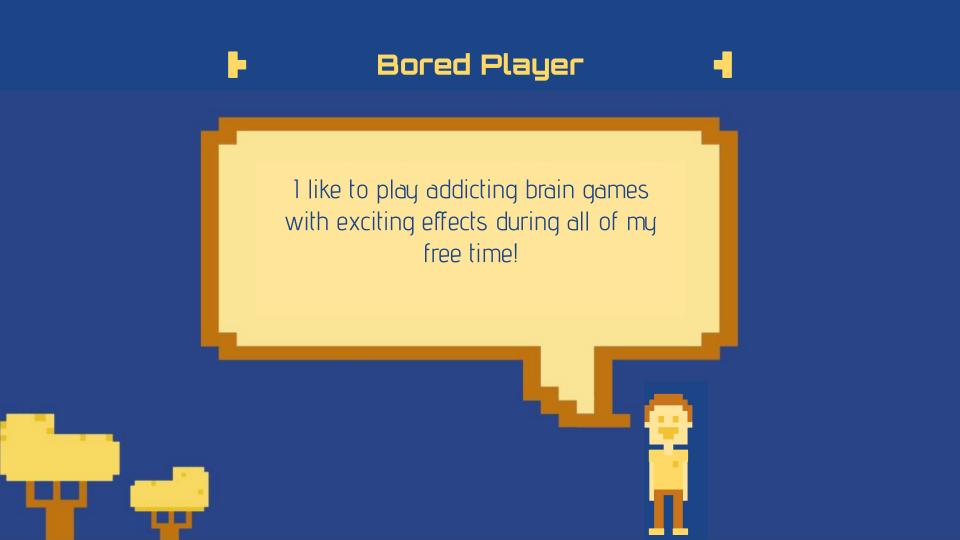
Vy Tran CSCI major Developer



Purpose: user-friendly brain game with fun features

Goal: clear the board without detonating any bombs









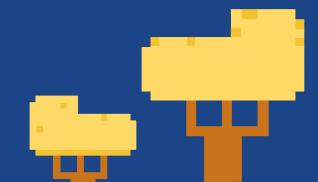
Objects

Cell

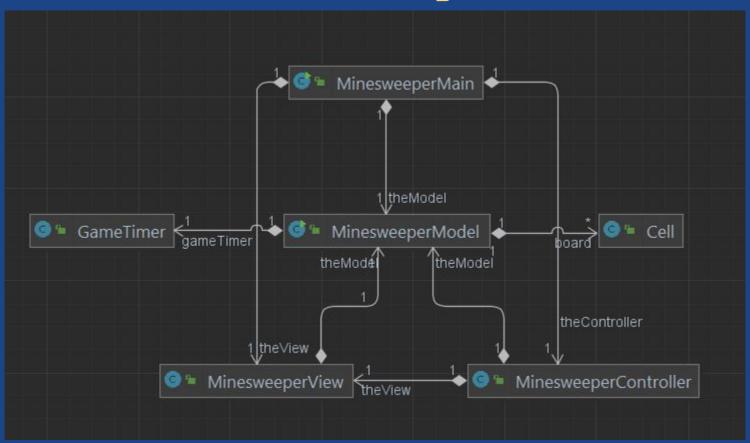
- holds a bomb or numerical value
- assigned a row/column, color, and an image
- represented as squares on the board
- has methods for left and right click

GameTimer

- mimics a stopwatch
- stores current and best times
- has methods that start and end the timer



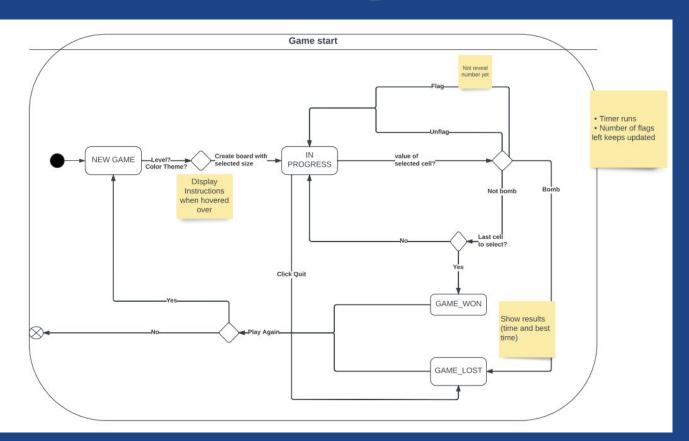
MVC Design





State Diagram







Data Structures & Algorithms



autoExtendCells()

threads

resetBoard()

2D Array





top pane

Scene Builder

Used to create the top pane and game board for an appealing user interface







Demonstration





Reflection

- Scrum process strengths and weaknesses
- What would we have done differently?
- View on future software team projects
- Project implementation
- Time worked on the project

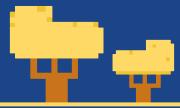


Summary

4

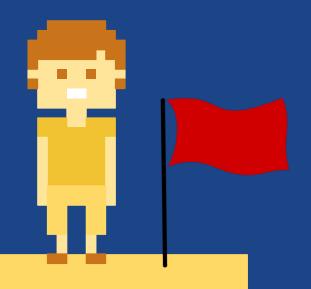
- Smooth running, visually appealing user interface
- Overcame merge conflicts
- Expanded on skills
- Improved teamwork and communication





Future Features





Hint Button

 Reveal the number value of a random, unopened, unflagged cell

Color Coded Numbers

• Each number is assigned a different color

Holiday Color Themes

Add relevant color themes depending on the season

Background Music

- Play background music during game play
- Changes depending on the color theme

Work Cited

"ImageView." ImageView (Javafx 8), 10 Feb. 2015, docs.oracle.com/javase/8/javafx/api/javafx/scene/image/ImageView.html.

"Java Development Kit Version 17 API Specification." *TimeUnit* (Java SE 17 & 2022, docs.oracle.com/en/java/javase/17/docs/api/java.base/java/util/concurrent/TimeUnit.html.

meiryomeiryo, et al. "Print 'Hello World' Every X Seconds." Stack Overflow, Nov. 2012, stackoverflow.com/questions/12908412/print-hello-world-every-x-seconds.