

Akeena Hall

Lab 5 Part 2 Minesweeper

For this lab, I made a lot of corrections and added things that I didn't think about during part one. I did use both the display and game_state 2D arrays from my design plan, and added to them by creating two functions that manipulated the information of both those arrays. I also created several functions to handle the game setup, game win, game over, and game exit functionality.