Michael Weaver

CST – 227

Dinesh Sthapit

3/11/2018

Github Link: <https://github.com/battousairurik/CST-227>

**Milestone 1: Use a Two-Dimensional Array to Model a Grid-Based Game**

Approach

I followed the provided directions to create three classes, the Driver class which instantiates the other two and displays the grid to the console, the Game\_Board class which generates a 2-d array of Cells each of which contain node specific information, and the Cell class which makes up the individual game Cells. Each cell has a number of fields; row, column, neighbors, visited, and live. The Live field is used to determine if the node is active and currently used to represent a mine as in the game minesweeper. The Game\_Board class prompts the user for the game board size, then populates the array with that number of Cells using a random to determine if one is live. It then calculates the number of live neighbors of each Cell in terms to their layout, checking all eight adjacent cells. The driver class needs only instantiate two methods, the populate board method and the display method, everything else is automatically calculated within the methods themselves. With my approach I have come across no problems or issues.

Screenshot of successful execution

