University of Evansville

Project 2

Minesweeper

Clayton Brutus

EE356 Small Computer Software

Dr. Blandford

9/19/2016

Description:

Minesweeper game using button array as the grid. Includes About, Help, and option to change between Easy, Intermediate, and Hard difficulties without exiting the application. Also provides helpful tooltips when mouse is hovered over some items.

* Meets these Minimum Requirements:
  + Able to play an Easy level of minesweeper that is 9 x 9 with 10 mines.
  + Reveals all mines when the player loses and displays the final score and time.
  + Provides a way to reset the game and play again without restarting your program.
  + Provides a mechanism to keep the score which includes the number of empty cells uncovered and the time it takes to play the game.
* And these Extra Features:
  + Radio buttons and restart button allow user to change between difficulties and play multiple games without restarting application.
  + Tooltips appear when mouse hovered over Score, Time, and difficulties to tell user what each is for.
  + User can right click on a square to mark/unmark it.
  + Cell color changes to show which are opened and unopened.
  + Uncovered cells containing mines turn red so they are easily seen.
  + Window automatically resizes when grid size is changed.
  + About button to show title, class, author, date created.
  + Help button to briefly explain how to play the game.
  + Time doesn’t start until player’s first click.
  + Window icon set to a minesweeper icon.

