

BVRIT Hyderabad College Of Engineering for Women

Team Number: 12

Asritha: 20WH1A0510: CSE

Chithra Bhanu : 20WH1A6614: AIML

Manisha : 20WH1A0428: ECE

Kavya : 20WH1A0475 : ECE

October 27, 2021

Introduction

- To find the mines and mark them in the shortest time possible

Approach

- Creating the board using pygame
- Inserting images
- Writing the code logic
- Adding GUI features to the board
- Integrating the code with GUI
- Testing

Learnings

- Modules of pygame library
- Random module

Tech Stack

- Python
- Pygame
- Git

Reference

- <https://realpython.com/pygame-a-primer/>
- <https://www.pygame.org/docs/>
- <https://www.codegrepper.com/code-examples/c/pygame+mouse+click+event>

Challenges

- Inserting numbers with respect to the mines around
- Inserting mouse click handling
- Placing timer
- Opening the empty squares
- Making sure first click is not a mine

Statistics

- Number of Lines of Code: 340
- Number of Classes : 3
- Number of methods : 38
- Number of commits : 85

GIT Repo

- `https://gitlab.com/Asritha10/mine-sweeper/-/tree/main`

THANK YOU