GameFrame

Purpose: Initialize the game, holding and controlling the panels and menu bar. Also handles the sizing of the frame.

LevelSelectPanel

Purpose: Display the different levels available to the user and handles. user selections, sending the command to the frame to launch launch the gamePanel. Loads from properties file the furthest completed level of the user.

SuperSweeper Design

Team 8 Adam Rea, Offir Golan, Austin Drefke, Chris Wendt

GamePanel

Purpose: Holds the game grid, the powerup buttons, the powerup objects, and the game timer. Handles all timer functionality and letting the GameState know if powerups are activated. Loads from properties files the level specifications including number of mines, size of grid, and level high score.

GameState

Purpose: Creates the grid units and handles all Game Logic. Tells the user if the game is won or lost, saves the user progress and high scores to properties files, manipulate the score, can set or remove the mines, checks what happens when GridUnit is selected, sets the flags, processes the powerups, and sets the different images for the gridunits.

GridUnit

Purpose: Is one unit that can be empty, a mine, or a number of mines surrounding it. Contains the images it can look like and keeps track of the adjacent mines it has around it.

Purpose: Handles the grid, including its drawing and mouse interactions with it. Make sure that mouse selections are valid for each part of the game.

GridPanel

Purpose: Sets up different powerups that can be used with specified price.

Powerup

Functions: Constructor. getPrice, getname

Utility

Purpose: Validates the various properties files used by the GameState, LevelSelectPanel, and GamePanel, Also creates an infobox popup and resources for loading images from files. Also allows for flattening of GridUnits.