GameFrame

Purpose: Initialize the game, holding the panels and menu bar.

Functions: main, Constructor, initialize, actionPerformed

LevelSelectPanel

Purpose: Display the different levels available to the user, launch the gamePanel

Functions: Constructor, MouseListener functions

GamePanel

Purpose: Holds and paints the Minesweeper game, recognizing when user makes selection on board or powerups.

Functions: Constructor, validateProperties, updateStatusLabel, paint, getGridUnit, MouseListener functions, actionPerformed

Powerup

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

Functions: Constructor, getPrice, getname

GameState

Purpose: Create the initial game grid given the size of grid and how many mines.

Functions: Constructor, getGrid, resetGrid, getGridUnit, isValidGridUnit, getFlagCount, populateMines

GridUnit

Purpose: Creates the units within the grid, changing their displayed image and their states.

Functions:
Constructor,
setImage,
stateChanged,
adjacentMineCount,
exposeMine, check,
checkPressed,
checkReleased,
flagPressed,
flagReleased,
getImage,
checkCancelled

Utility

Purpose: Help with using images and the display.

Functions: imageFromFilename, flatten