

Minesweeper Game

Wood, Dominic D | April 19, 2023

GameFrame(tk.Frame)

menu_frame: MineMenus

game_stats_frame: MineHeader

game_grid_frame: MineGrid

MineMenus(tk.Frame)

game_menu: difficulty

MineHeader(tk.Frame)

mine_count_display: MineDisplay

timer_display: TimerDisplay

reset_button: ResetButton

MineGrid(tk.Frame)

mine_count_display: SegmentDisplay

timer_display: SegmentDisplay

reset_button: ResetButton

game_tiles: dict[row,col]: GameTile

settings: MineSettings

get_surrounding_tiles(game_tile)

build_grid()

config(*kw args, difficulty=, rows=, cols=, mines=, settings=)

reset()

SegmentDisplay(tk.Canvas)

segments: dict(int, bool)

value

char_lib: dict(int, tuple(7 bool))

MineDisplay(SegmentDisplay)

update()

increase()

decrease()

TimerDisplay(SegmentDisplay)

reset()

start()

stop()

start_time

stop_time

get_time()

ResetButton(tk.Button)

img

GameTile(tk.Button)

value: int (0-8, -1 for mine)

exposed: bool

flagged: bool

expose()

flag()