**OOP Mini-Project Requirements**

**Project Title:** Minesweeper

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**Project Aims**

* To create a fully functional ``Minesweeper’’ game that implements realistic Minesweeper rules.
* The system must contain logic to determine if a round was won or lost by the player.
* If a round is won, the system will be able save the amount of time taken to solve the game and store it into a high scores file.
* The system will contain logic to create grids, set the bombs & determine cell values.
* The system will implement the MouseListener and ActionListener interfaces to handle events such as clicking a cell or a menu option.
* Have extra functions for setting the difficulty & changing the size of the grid & number of bombs generated.