**Minefield – The Sequel**

**Assessment Task:**

You should have now have a basic minefield game. Achieving this outcome, along with completing the other tutorial exercises, will merit a basic pass mark. The attainment of higher marks require further independent development of the **minefield** application. The mark will be raised in proportion to the level of skill, complexity, innovation, robustness and functionality that is demonstrated in your final submission of the game.

**Examples:**

The improvements that could be made to the current minefield game are open-ended. Try to showcase your skills, but also keep the work effort in proportion to the reward. Some ideas that I have had include the following (you are NOT expected to do them all! You are welcome to think up your own alternatives)

Change the icons to something better  
Add some colour border changes

Add a game reset button

Allow keypad entry

Add a one-off ‘quick peek’ option

Add a timer – how long did it take to get there?

Add timer – set a time limit to complete game; could get harder on each run

Add levels – select more bombs, have less time

Add a scoring system

Add a Hall-of-Fame

Make sure that bombs are not in the immediate path of the start/end points

Add an end of game replay function!

The track of where you have already been gradually gets wiped out

Add sounds / music

Resize the game

Run it on a bigger grid