CIS408 – Final Project Status Report (Minesweeper Game)

Group Members: Ethan Kline and Ennio Gallucci

IDs: XXXXXXX and XXXXXXX (Hidden on GitHub Version)

Object: Any Computer Game Application using Client- Server (including On Mobile Phone)

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**Criteria:**

Submit Your Group Project Status Report By Nov 22nd !

One Submission Per Group Required.

Submit Both on Blackboard and Bring a Copy to the Following Class Nov 26.

Your Status Report Should Include Design of Your Web Application in Model, View, Controller Codes. Platform Set Up, Data Processing Status.

Your Final Project Report is Required to Show  the Set Up Procedure /Configuration Detail of Your Platform/System/Packages as well as Source Codes and Intermediate Results in files. The Report Should Explain Each Step of Your Project Tasks with the Screen Captures.

If you don't show/include any of the required contents in your report and presentation, I will ASSUME that your group submitted a Copy of Somebody's Github Codes you downloaded from the Web.

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**Key Bullet Points (Updated as we go along):**

* Seedrandom – Generates better/less predictable distribution of semi-random values than the built-in Math.random() JavaScript function.
* Opening Move Guaranteed – We guarantee that the initial square the user clicks on has no adjacent mines to maximize board playability while retaining the level of solvability given an initially playable board.

Spaces have between a 10% and 21% chance of being a mine. Given that the first move is safe, this implies a 15.8% to 79.4% chance of having no adjacent mines based on level of difficulty and the number of adjacent squares. Hence why it is more convenient to guarantee the first move.