# Minesweeper Cricket Game Using HTML,CSS,JS

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## 1 Introduction

This is a report for the game "Minesweeper Cricket" made by me for the CS104 project.

## 2 Game Description

The game "Minesweeper Cricket" has used the mixed concepts of cricket and minesweeper. The player is given a grid of blocks in which he has to select a box. Each block is assigned some random runs from 1 to 6 excluding 5 similar to cricket (not considering other complications of cricket such as overthrows or extras) and 11 of those boxes contains fielders. If the block clicked has got a fielder assigned to it, then the player gets out and game ends.

The game interface has the following components:

- Grid: Displays the blocks.
- Score: Shows the current score.
- Start Button: Initializes the game with a specified grid size.

## 3 Gameplay

The player starts the game by entering the desired grid size (e.g., 6x6) and clicking the "Start Game" button.Grid should have at least 12 blocks to make this game sensible. The grid is then generated with the specified dimensions. Fielder positions are randomly generated in the grid.

To play the game, the player clicks on a block. If the block contains a fielder, the player is out, that means the game ends and the blocks containing fielders are displayed with red colour. Otherwise, a random run value is assigned to the block, and the player's score is updated accordingly. The game also contains some animations. When the player makes a four then an animated text "That's a four!" with background colour changing appears. Similar thing happens when a six is hit with a different colour and text as "That's a six!". There is also an

animation when player gets out. An animated text "That's out" appears with a blinking red colour in the background.

Two random blocks are set as double run blocks. When such a block is clicked, the player's score is doubled for the next ball. The double run blocks are animated to distinguish them from regular blocks.

The game continues until the player clicks on a block containing a fielder. At that point, the game ends, and the player's final score is displayed. If the final score is higher than the previous highest score, it is updated. The player is then given options to start a new game or exit.

# 4 Implementation

The game is implemented using HTML, CSS, and JavaScript. The HTML code defines the game interface, including the grid, score display, and start button. The CSS code provides the styling for the game elements, such as block appearance, animations, and background color. The JavaScript code handles the game logic, including block click events, score calculation, animations, and game end conditions.

The game utilizes randomization to generate fielder positions, run values, and double run blocks. The grid size is customizable based on user input. Bruh moment [**?**] [**?**] [**?**]