

Report

Nguyễn Minh Quang - 21125060
Hoàng Như Vinh - 21125030

Features

Basic features

1. Drawing the board (including cells, mines and flags).
2. Changing the state of each cell when it is selected.
3. Timer.
4. Functions: new game, change board dimensions. Select a function from the console screen.
5. Randomize positions of the mines.
6. Receiving a new position of the pointer (to select a cell) from the console screen.
7. Saving the current state of the board and loading in the next playing session.
8. Saving high scores.

Other features

1. Using mouse.
2. Rendering images.
3. Using class.
4. Musics and sounds
5. Animations and effects
6. Reset high score

Work

Nguyễn Minh Quang: Design game, add features

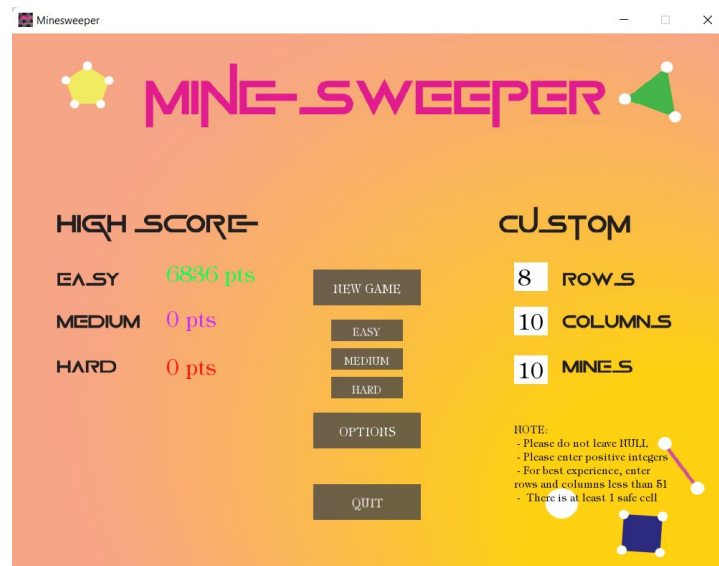
Hoàng Như Vinh: build game executing functions, test game

Appearance

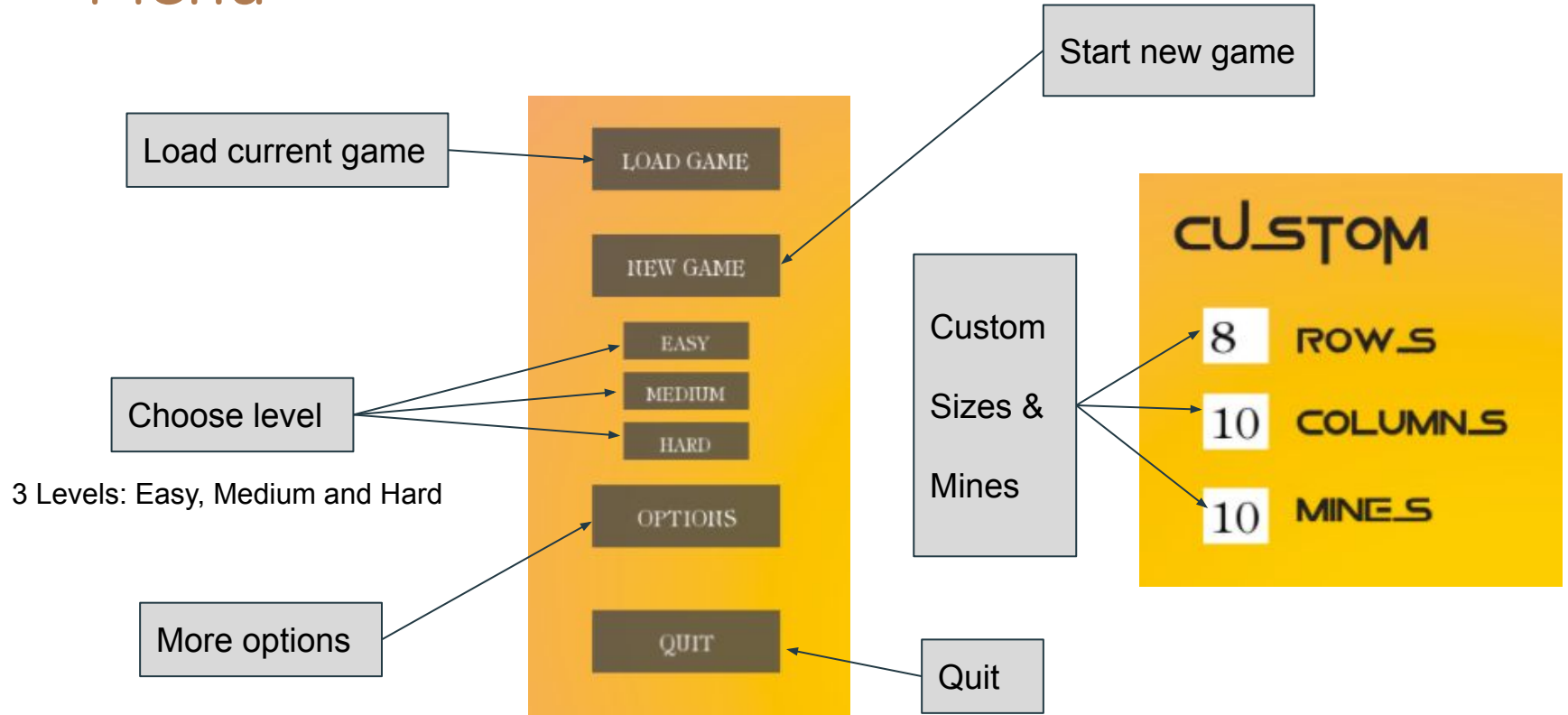
Icon:



Interface:



Menu



Elements



1



2



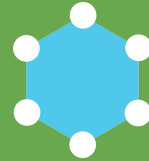
3



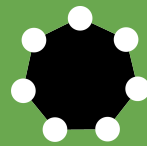
4



5



6



7



8

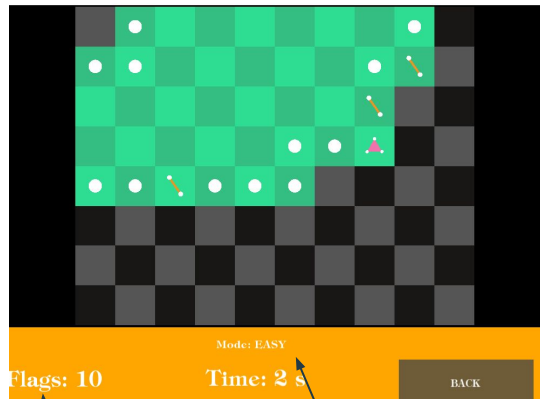


Flag



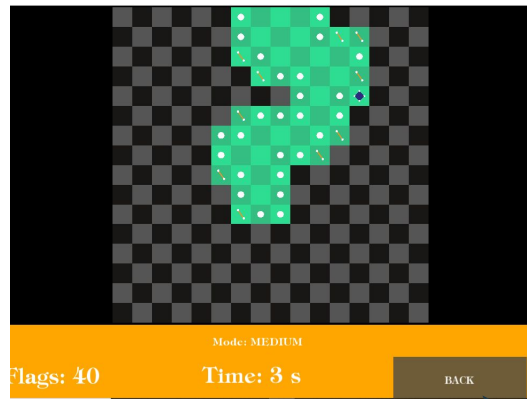
Bomb

3 Levels: Easy, Medium, Hard

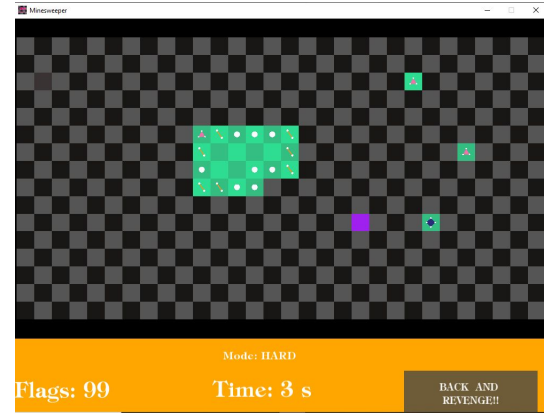


of flags

Current level



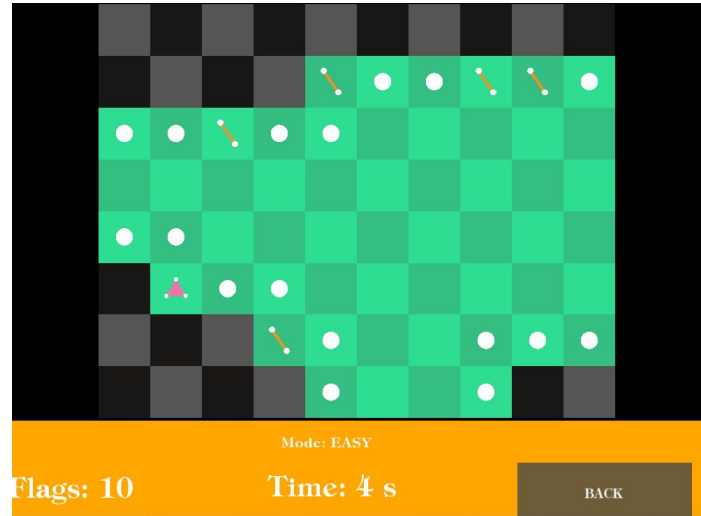
Total playtime



Save and exit

Saving and Loading board

When you quit the game, it will save the current states. You can click on the "Load game" button to continue the last game you played



Highscore

Your score will be recorded when you win the game.
You can reset the high scores in the “Option”

- Reset high scores

RESET



HIGH SCORE

EASY 7292 pts

MEDIUM 0 pts

HARD 0 pts

Option menu

There are 3 more options for user

- Reset your highscore
- Turning sound on or off
- Turning music on or off

- Reset high scores

RESET

- Sound

ON

- Music

ON