

The user instructions are designed for the program user. The instructions need to be user friendly and provide all the pertinent information necessary to successfully run your program. All user instructions need to start with a description of hardware requirements, followed by installation instructions and/or start-up instructions of your program. The length of your user instructions is directly related to the amount of on-screen help your program provides. In general, the more on-line help the better. Program users prefer not to have to use the instructions. Keep in mind that these instructions are not written to a computer science teacher, but for a general program user audience, which assumes no particular computer sophistication.

User Instructions

Description of Hardware Requirements

- Java: programming language designed for use in the distributed environment of the Internet and designed to have the "look and feel" of the C++ language, enforcing an object-oriented programming model. Java can be used to create complete applications that may run on a single computer or be distributed among servers and clients in a network.

Installation and Start-up Instructions

1. Download the programming language, Java, from the internet.
2. Open up the java files associated with the program, Minesweeper, which include: Grid.java, MGame.java, MinesweeperGame.java, and Square.java.
3. Click the play button on the top of the screen of the runner, MinesweeperGame.java, to pull up the game.
4. To play the game, right click the squares to uncover empty boxes (Game objective: clear the entire board without clicking on mines.
 - a. Rules of Minesweeper:
 - i. Uncover a mine, and the game ends.
 - ii. Uncover an empty square, and the game continues.
 - iii. Uncover a number, and the number of mines near the area is revealed.
 - iv. Put flags on squares you doubt have mines on them.
5. If a mine is clicked, the game ends, and the program says "Game Over" at the bottom of the screen.
 - a. To play again, click "Play Again" on the bottom of the gaming board or screen.