Saturday March 31

Made board with cells as JButtons and CustomMouseListener. The MouseListener has a private variable specifying which cell was clicked and prints it out. Also made graphics for the bombed cell (red background), a bombed cell (grey background), and a flagged cell.

Tuesday April 3

Did CRC cards and UML diagram

Wednesday April 4

Made settings panel to set the settings for the board

Thursday April 5

Added the sliders and radio buttons for easy, medium, difficult, and custom game difficulties. When any slider is adjusted, it automatically reverts to custom.

Goldberg added restrictions for bombs:area ratio

Instantiated Board and Settings classes so they extend JPanel and can easily replace one another in the main frame.

Made a menu class that calls settings and then replaces it with board using the settings obtained from the instance of settings that was running

Added timer and bomb count in the header

Added drawThing class in board so that it can replace a cell with either a bombed cell, the bombed cell, or a flag

Monday April 9

Handed the instance of board running to each custommouselistener so when one is clicked, it can make changes to the board

Added mouselistener to entire board jpanel, and when clicked it calculates which cell was clicked on. That way it can call board.drawThing on that instance of board and the program is not calling classes that form a chain ending in calling the original class.

Tuesday April 10

Implemented double click and right click

Got timer working

Created a Gameplay class with a method that can be called from the CustomMouseListeners on each button

May 7

Got setBombs method working so it displays the number of bombs left in the top left

Expanded the drawThing method to display numbers (0-8) and all the necessary cells. Had to create some images.

May 8

Started Game Over screen for when the player wins or loses. Made the image.

May 10

Finished Game Over Screen. Added JTextField for the name and added submit button.

Made a HighScore JPanel to be on the Menu screen displaying high scores. Moved Minesweeper banner from the Settings panel to the main panel on the menu screen so that it would be centered.

May 13

Made a HighScore object to store high scores. Also edited the drawThing method so that it can draw a flag and then remove it, replacing it with a functioning cell.

Made a username exception, had to hand the Menu class to the GameOver class so that it could throw a JOptionPane in the middle of the frame.

May 16

Made read and write methods in the HighScore class so that highscores are now in a file

Incorporated reading with the HighScorePanel so that it dosplays the highScores

May 17

Implemented double click by creating TimerClickListener implements MouseClickListener

Added reset high scores button

GameOver panel only called if a highscore is broken and a new name should be submitted, otherwise it goes back to menu

Board becomes inactive when the user loses

Added quit button

Clicking and dragging but releasing over the same cell now works

May 22

Fixed high score username error handling

Fixed not being able to remove a flag if bombCount==0 (off by one error)

Fixed High score username submission with invalid username by generating a new gameOver panel if it was invalid so that the popup window did not continue to redisplay itself

Added getBoard() method to Minesweeper class to return the Board of that specific instance of Minesweeper