CS 129 HW4
Among Us: Cyan Hunt Edition

A cyan imposter is among us…

Create a grid of 25 squares, each 50 by 50 large with 10 units of padding between them. Squares start out as white with a black outline. See the picture below.

Each square hides a secret random color, except for a single square, whose secret color is cyan. When clicked, each square reveals its true color, and will be filled in that color from then on. When the cyan square is revealed, the game ends, prints a win message to the console, and tells you how many guesses it took to find the cyan square.
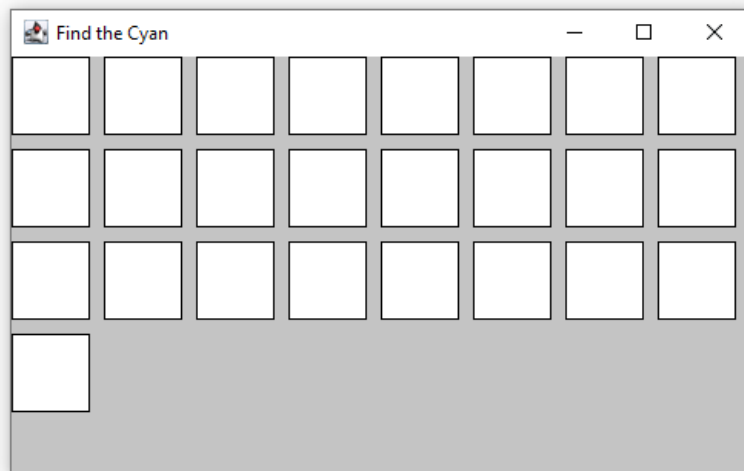
Aside from the code you already have in the starter, you may only add *15 or fewer* lines of code to your JPanel-extending class. Anything that ends with a semicolon, or starts if/for/while counts as one line. No bamboozles! The goal is to organize your code into other classes! You will lose a lot of credit if you go over the line limit.

Extra credit (up to 10%) if the grid rearranges properly when the screen is resized. See examples below. Hint: if (square x + square width) > the panel's width, part of it is off the screen.
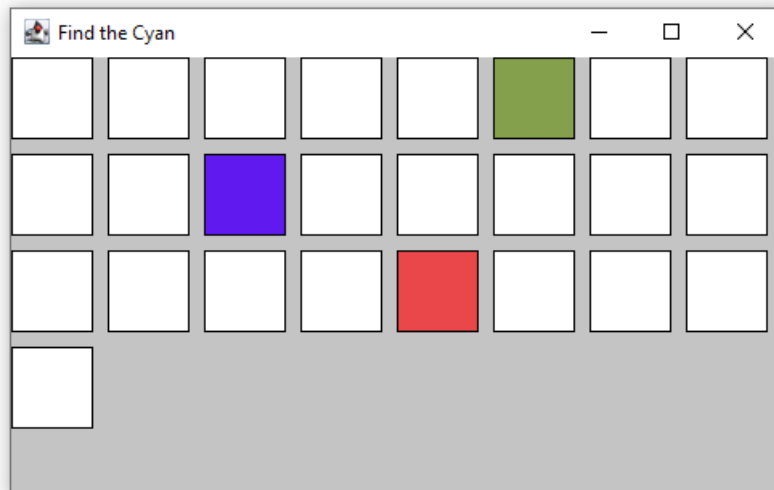
Extra credit (up to 10%) if each square also features a visual "hint" that tells you if the hidden cyan square is to the left or right of this one. If it's on another row, you can simply hint "left" for above, and "right" for below. A console printing hint doesn't count, it has to be visual. For full credit, it has to do this when the screen resizes as well (the first bonus).

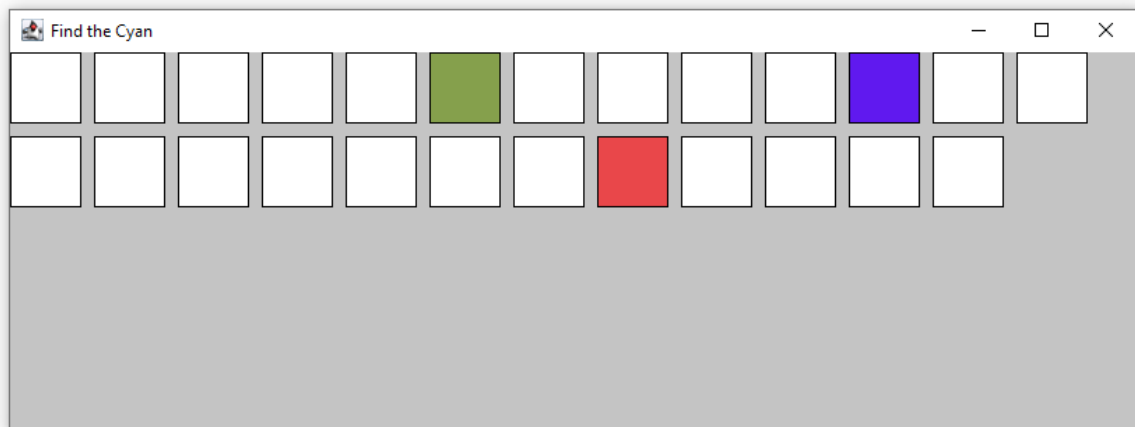As always, up to 5% extra credit for exceptional documentation.
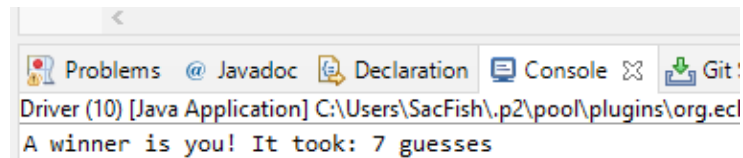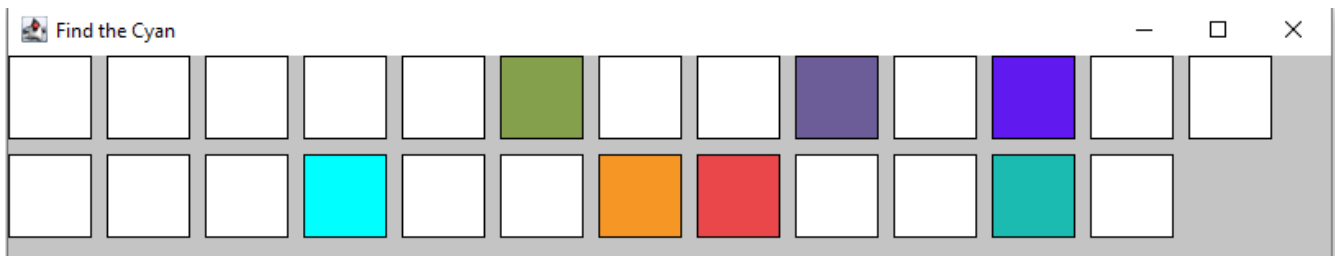
The start of an epic game.
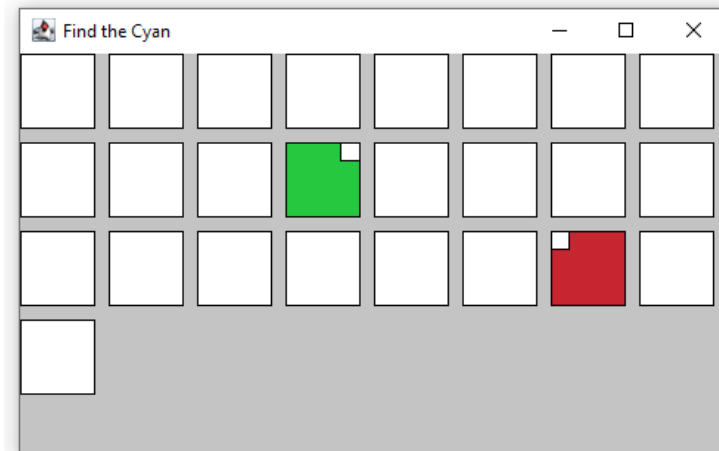
An ill wind: cyan remains unfound
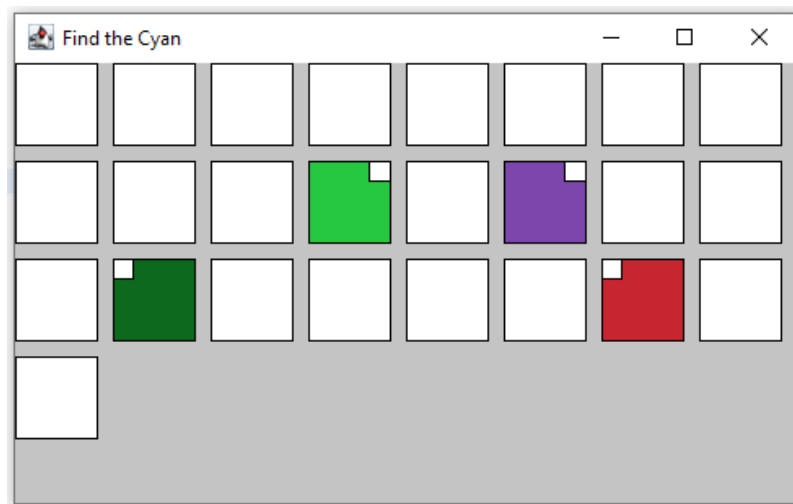
(bonus) a screen resize for good luck!

Today, we have won fortune's favor.
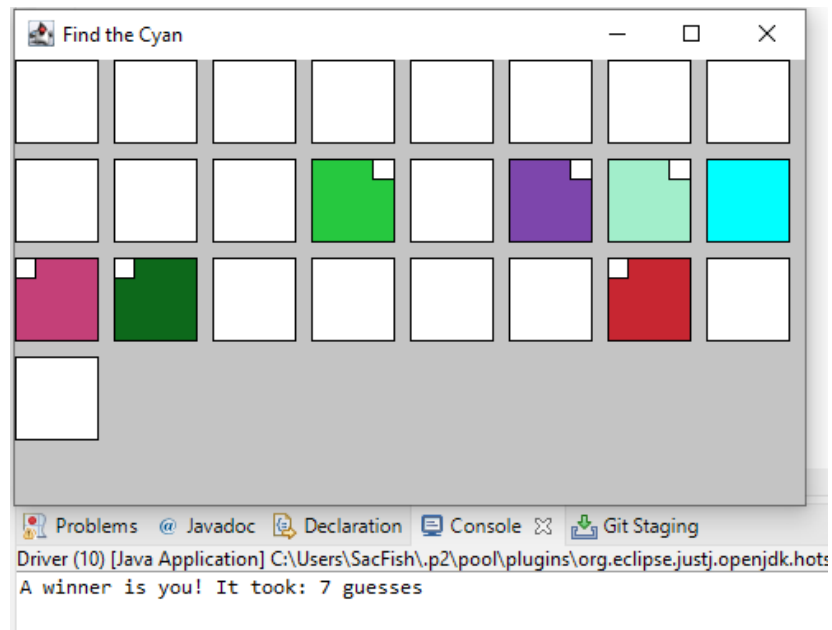

A winner is you! It took: 7 guesses
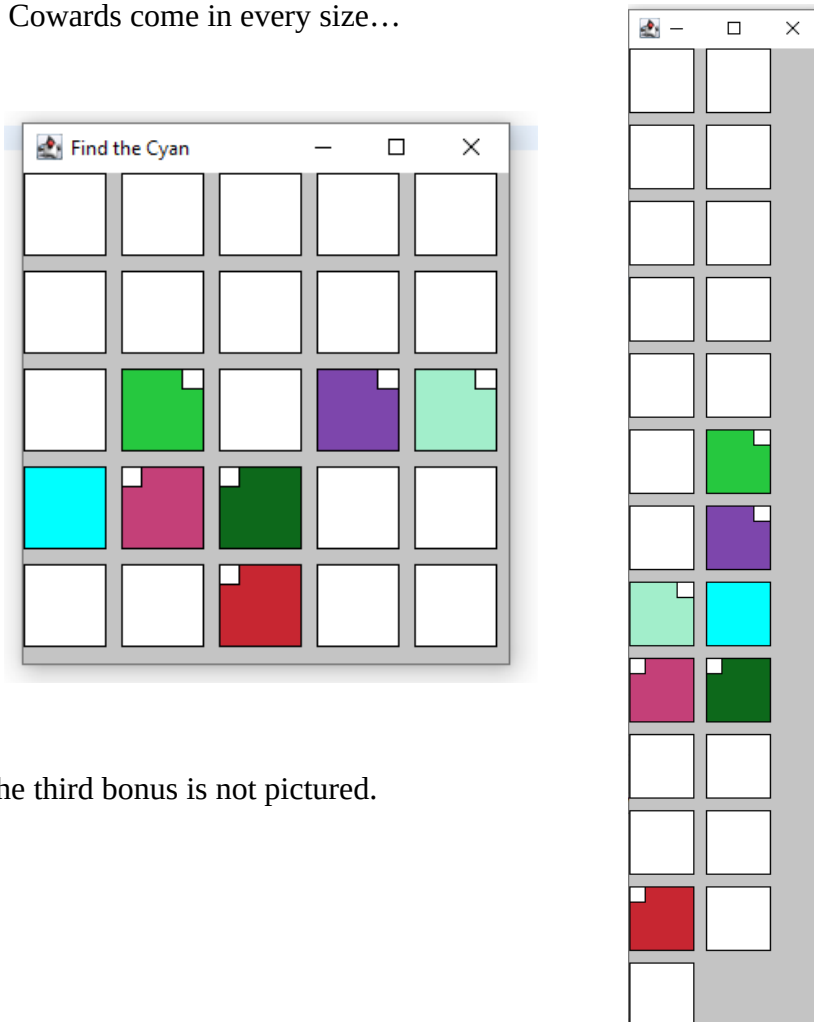
(Bonus) Hints, for the weak of heart.

(Bonus) We've narrowed it down to three choices…

(Bonus) Fortune didn't favor cowards:

(Bonus) Cowards come in every size…

Note: The third bonus is not pictured.