

Final Project Proposal  
Minesweeper

We would like to recreate the game Minesweeper.

Easy Mode - 8x8 field (10x10 for buffer on side) - 10 bombs

Medium Mode - 16x16 field (18x18 for buffer on side) - 40 bombs

Hard Mode - 16x30 field (18x32 for buffer on side) - 90 bombs

We want it to be in a GUI with many buttons.

The field will contain plots, each plot will have:

- bomb - if there is a bomb on the plot

- surrBomb - number of bombs in surrounding plots

- flag - if player has marked the plot with flag

- explored - if player has stepped on the plot

- available - for the buffer

Use the left-click button on the mouse to select a space on the grid. If you hit a bomb, you lose.

The numbers on the board represent how many bombs are adjacent to a square. For example, if a square has a "3" on it, then there are 3 bombs next to that square. The bombs could be above, below, right, left, or diagonal to the square.

Avoid all the bombs and expose all the empty spaces to win Minesweeper.

The game will be won when the number of plots explored is equal to the number of plots that don't contain bombs.