

Green Smurfs :: Neil Lin, Jomin Zhang, Eric He

APCS pd07

FP - Minesweeper

Time Spent: 0.5 hr

Plot
<ul style="list-style-type: none">- boolean flag- boolean bomb- boolean explored- int surrBomb- boolean available
<ul style="list-style-type: none">+ boolean hasBomb()+ boolean getExplored()+ boolean hasFlag()+ int bombCount()+ boolean isAvailable()+ void setBomb()+ void setExplored()+ void setFlag()+ void addBomb()+ void setUnavailable()

Board
<ul style="list-style-type: none">- Plot[][] minefield- int bombCount- int xCord- int yCord- int difficulty- int boardBomb
<ul style="list-style-type: none">+ void populate <p>// maybe more</p>

Game
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