

# MINEFIELD

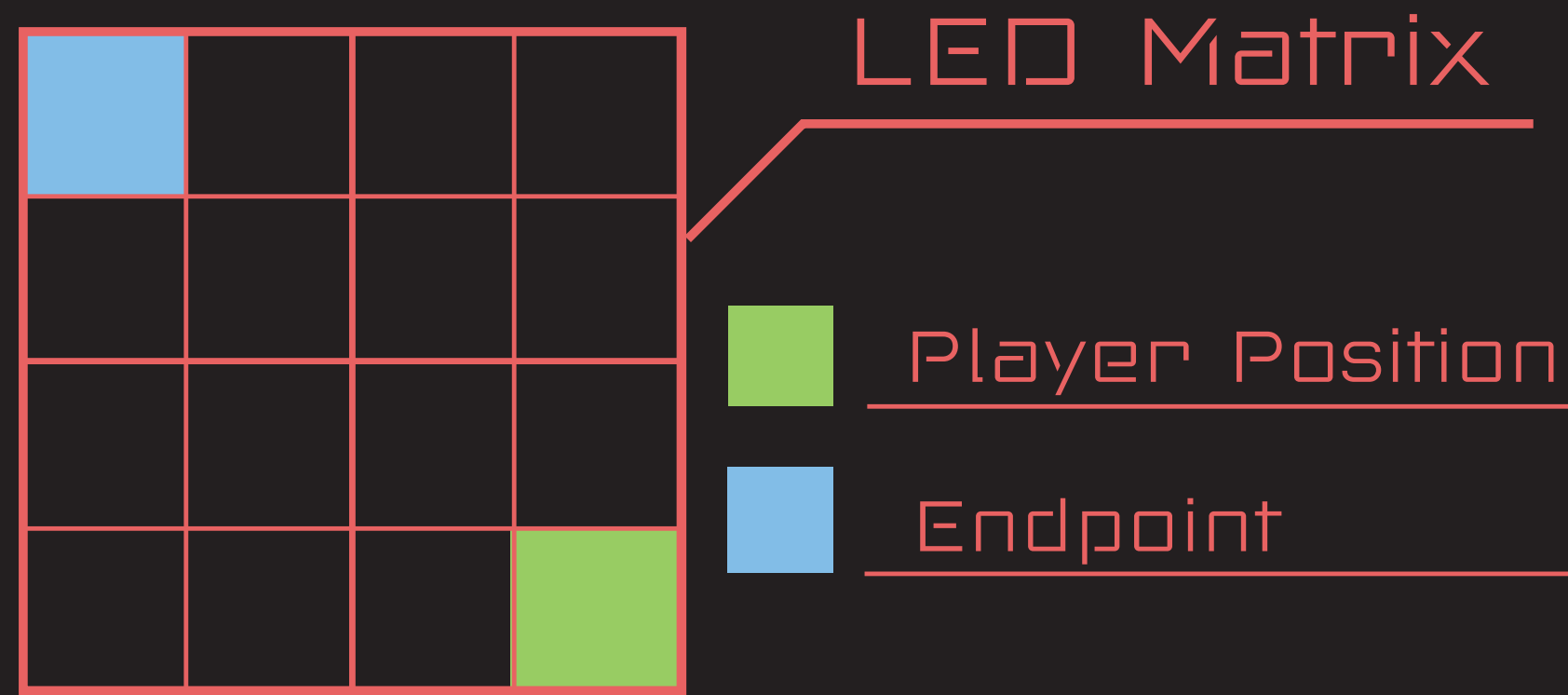
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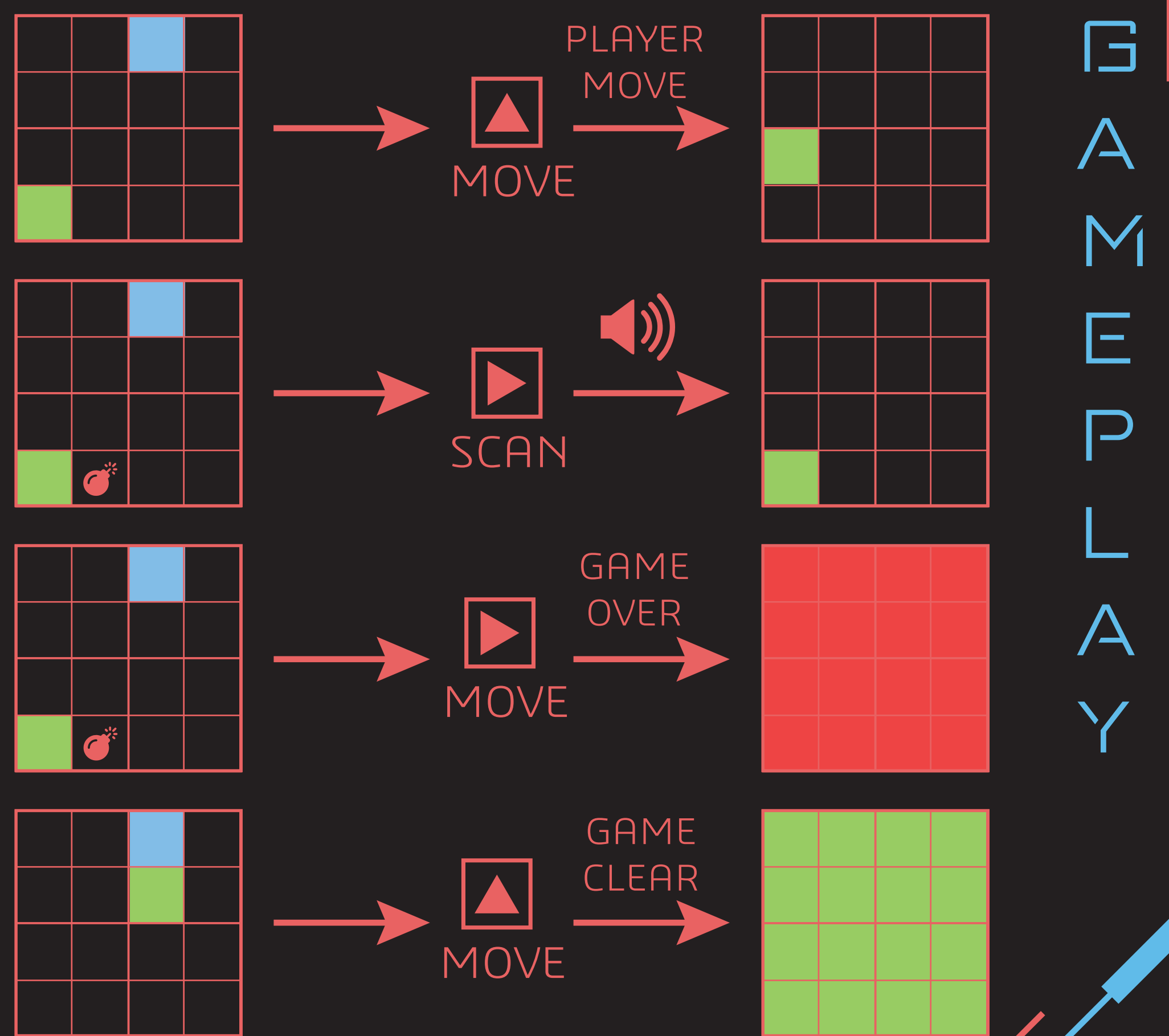
## BACKGROUND

Inspired by the classic Minesweeper game, this game pays homage to the classic Minesweeper games found in found on various versions of Microsoft Windows. However as technology progresses, the old-fashioned design of Minesweeper does not appeal to a lot of people. Therefore after some brainstorming, we come up with an idea. Instead of flipping tiles over to reveal mines, we will have players navigate through a minefield. This change will increase the interactiveness of our game as the player can position themself inside the game, instead of solely being an observer. The minefield will be represented with an LED Matrix and players have to navigate through the minefield while avoiding the mines. The mines will be hidden from the player sight but a scanner will be given to the player so that the player can scan his/her surrounding before moving and pick up hints to avoid getting blown up!

## USER INTERFACE



Game Controller



## DATA PATH

