Levi Knight

CMSC 215

Programming Project

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Game: Minesweeper

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Pseudocode:

Set up board

* Have a grid size
* Randomly place bombs
* Figure out numbers

Play

* Loop
  + Player selects button
    - Right click to flag
      * Continue to next iteration of loop
    - Left click to reveal
  + If (bomb)
    - End game – lose
    - Play again button
  + If (not bomb)
    - Display numbers
  + Check for win
    - Win
      * All not-bomb spaces cleared
      * Print win statement if win and end loop
      * Play again button
      * //Fireworks??
    - Not win
      * Continue to next iteration of loop if not win