

# Minesweeper Cricket Game Report

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# 1 Description

My project is Minesweeper Cricket Game which is more modified version of the general Minesweeper game that is simple combination of two classic games, Minesweeper and cricket. This project involves designing and implementing game logic, creating a responsive and interactive user interface using HTML and CSS, and incorporating dynamic functionality using JavaScript. The player can select single player or a two player game.

There are eleven fielders placed randomly in the game.

When player clicks on a block, it is revealed if it does not contain a fielder, the player can score runs and the player can click on another random block. If the block contains a fielder the game ends and the final score is displayed. In a two player game if a player clicks on fielder the other player will be declared as winner.

## 2 Customization

### 2.1 Single player

- Players can choose any grid size from 6 to 11.
- Player name and the number of balls(i.e. number of clicks on the cells) are displayed.
- The scores are given in random way like 0,1,2,3,4 and 6.
- There are some PowerUps randomly placed in the gamegrid which increases the score by 4 times the actual score to the specific grid.
- There is a button can Show Fielders which can be used to reveal fielder positions for one second only after 7 balls and score greater than 10. In any other way the button is disabled and can be used only once. The score will be reduced by 5 runs.
- There is also a lifeline for a player when he clicks on a fielder which can be used only once in the game if the score is above 10 and if used the score will be reduced by 10.

## 2.2 Two player

- Players can choose any grid size from 6 to 11.
- The scores are given in random way like 0,1,2,3,4 and 6.
- There are some PowerUps randomly placed in the game grid which increases the score by 4 times the actual score to the specific grid.

## 3 Implementation

There are six html pages,three css files,two javascripts and four png files.

### 3.1 HTML Pages

1. instr1.html and instr2.html

These are two html pages which consists of instructions of the game for single player and two player game respectively.

2. index.html

This is the first game page which asks the player to go to single player game or two player game by clicking on buttons and also shows buttons for instructions.

3. home.html

If we click on the single player the game takes us to the home.html page which shows a form asking the player to select the grid size and enter the player name. There is a start game button also.

4. game.html

After clicking on the start game in home page it takes us to the game.html page by implementing the code and the game starts by initialising the grid.

5. game2.html

If we click on the two player then the game takes us to the game2.html page and starts implementing when we click on the start game button.

### 3.2 CSS Styles

1. home.css - This is the page styling for the home.html page
2. game.css - This is the page styling for the game.html page containing the style for game grid and also styles for popups of power ups and game over.
3. game2.css - This is the page styling for the game2.html page containing the style for game grid.

### 3.3 Javascripts

1. game.js - This contains all the required script and code logic for implementing the game for single player involving many functions from start game to end game.
2. game2.js - This contains all the required script and code logic for implementing the game for two players involving many functions.

The png files are used in css styling for background images.

## 4 Compilation

Open index.html page and then open with live server

## References

- [1] URL: <https://youtu.be/AfhfAxKFP-s>.
- [2] URL: <https://code-boxx.com/simple-javascript-minesweeper/>.
- [3] URL: <https://www.w3schools.com/js/>.