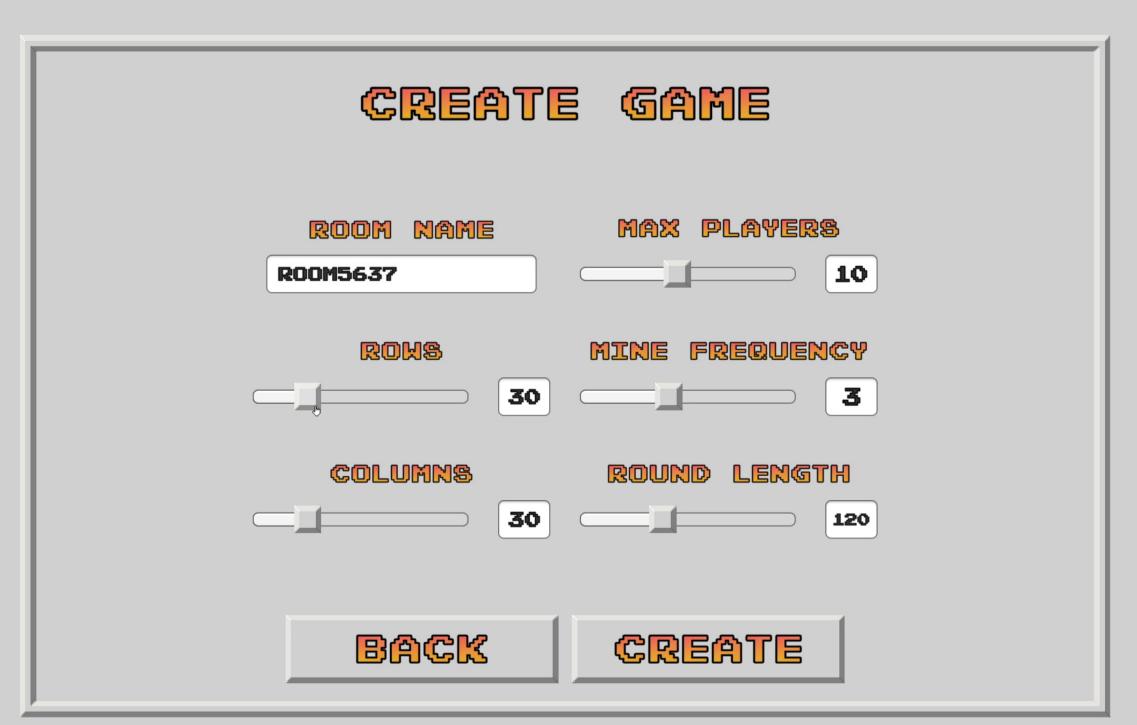


A CASUAL MULTIPLAYER COMPETITIVE GAME FOCUSED ON THE FUN FACTOR

SO IT'S JUST MINESWEEPER?

YES AND NO. THOSE FAMILIAR WITH THE CLASSIC GAME WILL UNDOUBTEDLY HAVE A GOOD TIME. HOWEVER, WE HAVE MADE EVERY EFFORT TO ENSURE ANYONE PLAYING FOR THE FIRST TIME WILL FIND THE GAME EASY TO PICK UP AND ENJOY.

HOW? THE RULES HAVE BEEN CHANGED SO THAT WHEN FOUND, MINES ARE CLEARED AWAY INSTEAD OF FLAGGED. THIS ELIMINATES THE PERPETUAL PROBLEM OF GETTING STUCK AND MAKES MINES MUCH LESS DIFFICULT TO IDENTIFY FOR NEWER PLAYERS WHILE STILL ENABLING VETERANS TO QUICKLY PERFORM A SERIES OF CLICKS ACROSS AN AREA AFTER IDENTIFYING THE RESPECTIVE PATTERN.



THE CREATE GAME SCREEN SHOWCASING GAME OPTIONS

CATEGORY

NOMINEE

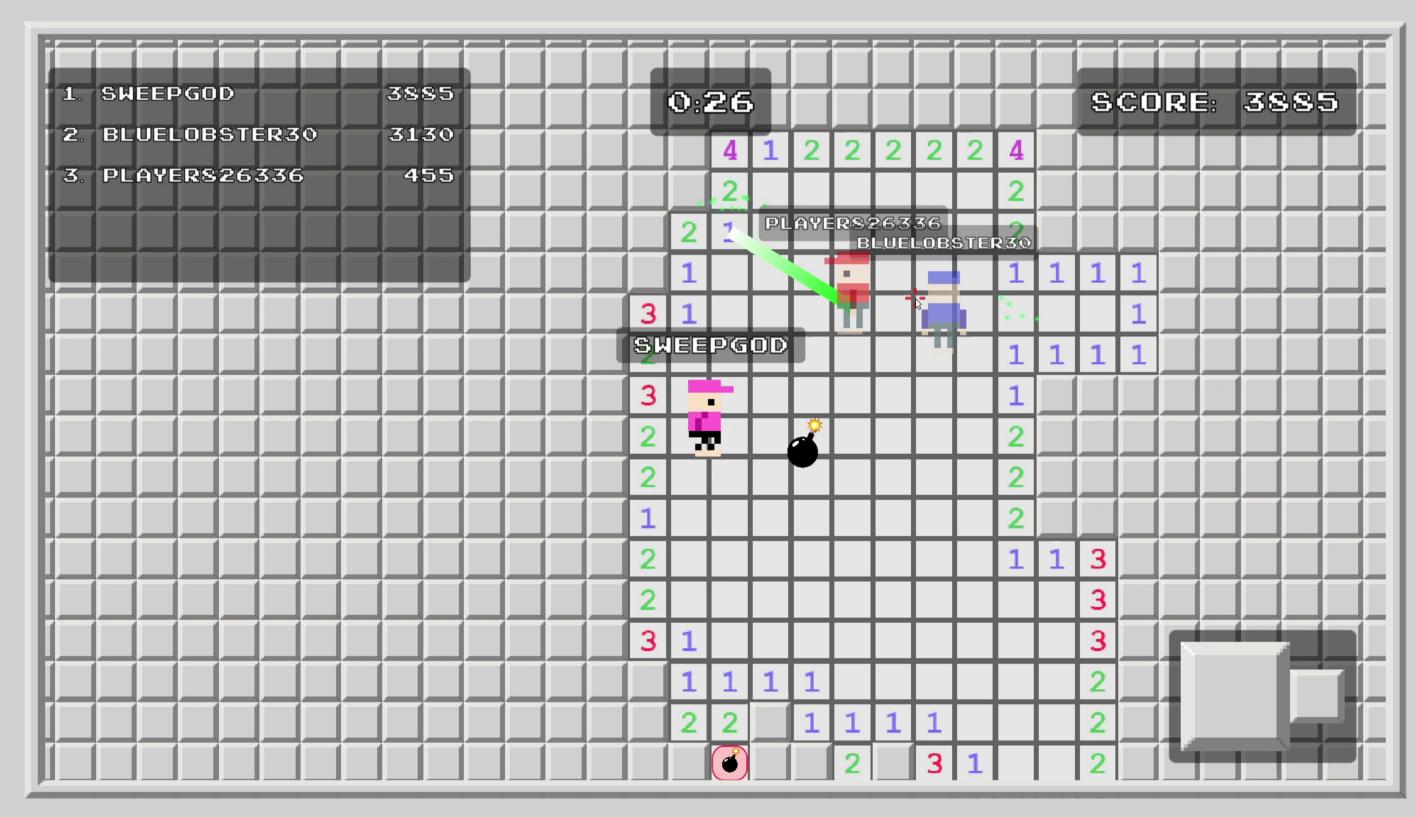
NOMINEE





NOMINATED FOR BEST GAME IN THREE SEPARATE CATEGORIES

AT THE GAME DEVELOPMENT WORLD CHAMPIONSHIP 2022



YOU CAN THROW BOMBS AT CELLS TO BLOW THEM UP
OR AT OTHER PLAYERS TO STUN THEM

OTHER FEATURES

- PLAY ONLINE WITH UP TO 20 CONCURRENT PLAYERS
- SPEED AND BOMB POWERUPS
- __ CUSTOMIZE GAME PARAMETERS LIKE FIELD SIZE, ROUND TIME,
 MINE FREQUENCY
- PRACTICE MODE
- __ CUSTOMIZE YOUR APPEARANCE
- __ MULTIPLE DIFFERENT WINNING STRATEGIES WITH VARYING
 LEVELS OF VIABILITY DEPENDING ON GAME SETTINGS
- MINIMALIST RETRO DESIGN
- LIVE SCOREBOARD

MIHKEL ROOMET, BSC, COMPUTER SCIENCE

KAAREL KOIDO, BSC, COMPUTER SCIENCE

MURUGANANTHAM JAISANKAR, MSC, COMPUTER SCIENCE

INSTRUCTOR: JAANUS JAGGO, MSC

REPO: HTTPS://GITLAB.CS.UT.EE/MIHKELRO/MINE-SWEEP-BATTLE