

Name: M. Ahsan Ali

SAP: 56226

Name: Ali Afzal Ahmad

SAP: 56295

Course: OOP

Subject: Project Proposal

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Project Title: Minesweeper Game (GUI)

The goal of Minesweeper game is to uncover all the squares on a grid that do not contain mines without being "blown up" by clicking on a square with a mine underneath.

How to play:

1. You are given a grid with tiles in equal rows and columns, and some of the tiles randomly have mines (bombs) behind them.
2. The goal is to click all the tiles without the clicking any tile with a mine.
3. Moreover, when a tile without a mine is clicked it show the number of mines in the surrounding tiles. (surrounding tiles are shown below for each corner, edge and middle tiles).
4. For suppose, when a non mine tile is clicked and it shows a number 3, it means that there are a total of 3 mines in its surrounding tiles.

