**Competitive Minesweeper in Java**

**Problem Statement:**

Traditional minesweeper lacks any way to determine better players, or to set up non-random game-play boards. We propose a competitive multiplayer version of minesweeper, in which two players will connect over a network, set up each other’s board, and then compete to determine who can get the better score.

**Project Objectives:**

* Develop an interface to set up a board for another player.
* Allow saving of boards.
* Develop an interface to play the game.
* Add networking capability to play with friends.
* Add a leaderboard to determine the best players.

**Stakeholders:**

The developers, the project coordinator, minesweeper players, and social gamers.

**Project Deliverables:**

The project will be a Java applet that can be run as a desktop application or embedded in a web page. We will need to deliver both the front end interface and the networking capability.