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CST-350 Milestone 2

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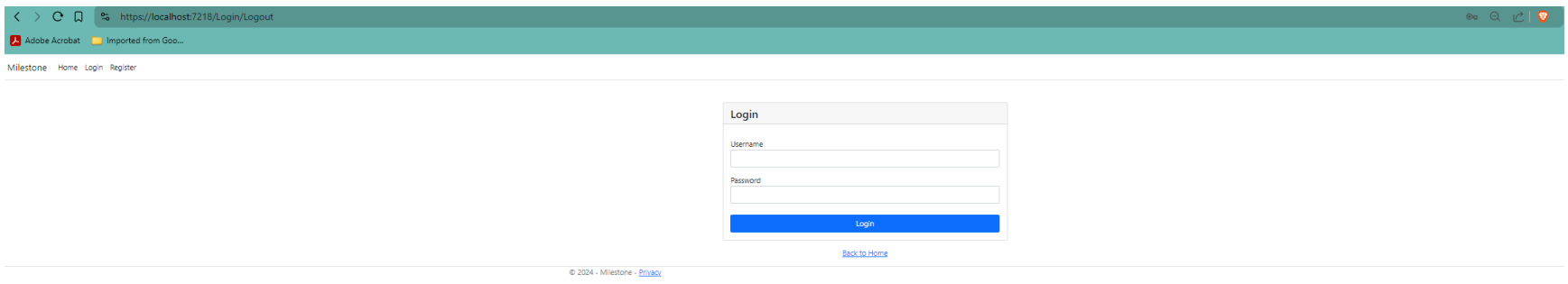
Part 1: Links to Project Files and Live Demonstrations

Loom Presentation:
Video

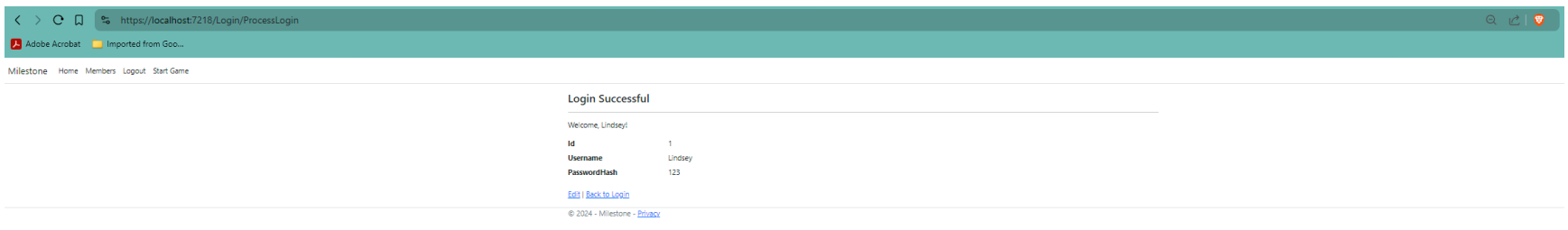
Github:
Repository

Part 2: Screenshots of Application

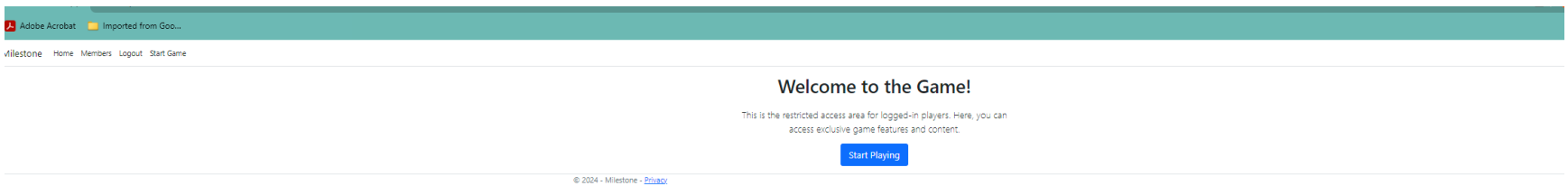
Applications initial state before user login:



Application after user login with a successful login message and start game tab appearence:



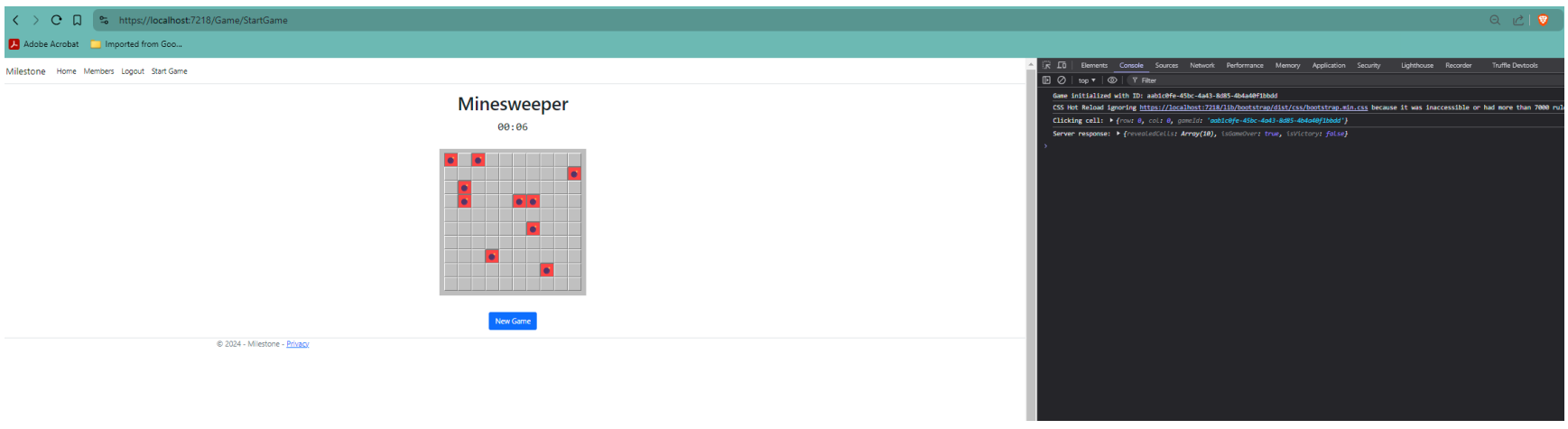
Start game introduction page:



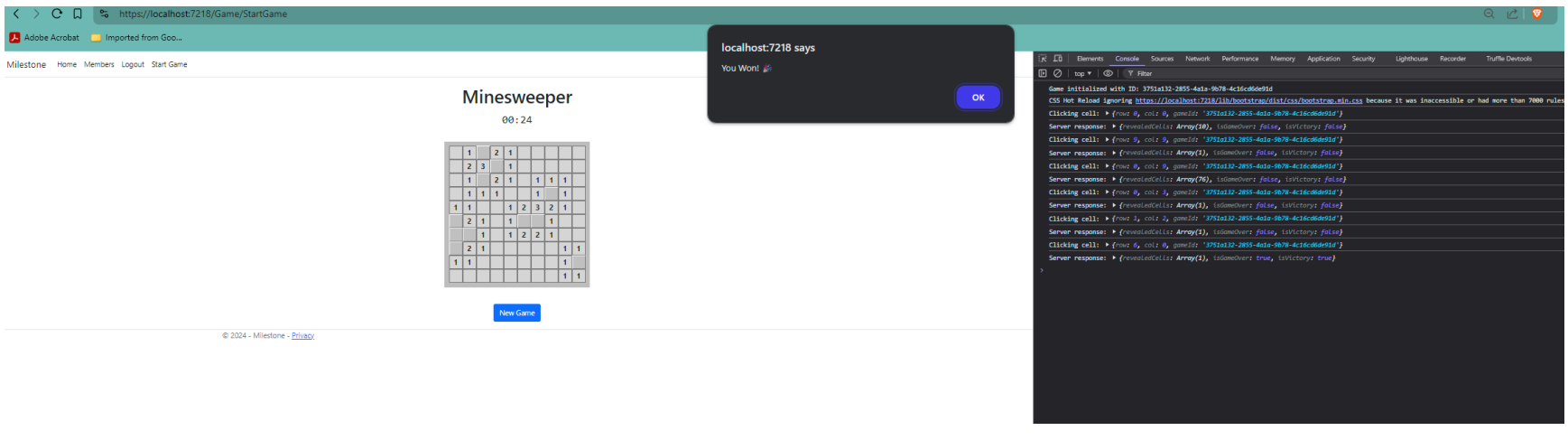
After clicking start game the user is taken to a difficulty selection screen:

Choosing a difficulty will then initialize the game board on screen with a timer:

The user can now interact with the game board: (User loses)



The user can now interact with the game board: (User wins)



Part 3: Key Concepts

The Minesweeper application uses existing game logic and data models, including the Board and Cell classes, to provide a game of minesweeper. It features login and registration functionality, allowing users to access a game board. The application provides difficulty options, enabling users to choose the game board size and difficulty level. The core "MineSweeperBoard" view utilizes CSS and images to present the game grid in an aesthetically pleasing manner, with each cell's state updated through user interactions. Thoughtful separation of concerns is demonstrated using backend controllers and business services to implement the game logic.