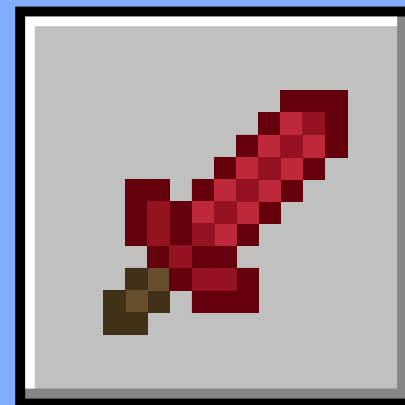


MINESWEEPER

PLAYERS



Philippe



Jocelyne

Play



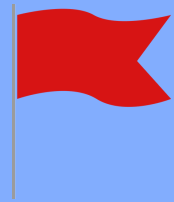
HOW TO PLAY

There are 3 different level of difficulty!

Easy Peasy


Intermediate

Hardcore





SIMPLE RULES BUT MAX TENSION

A field full of mysterious squares. Some hide mines  others are harmless.

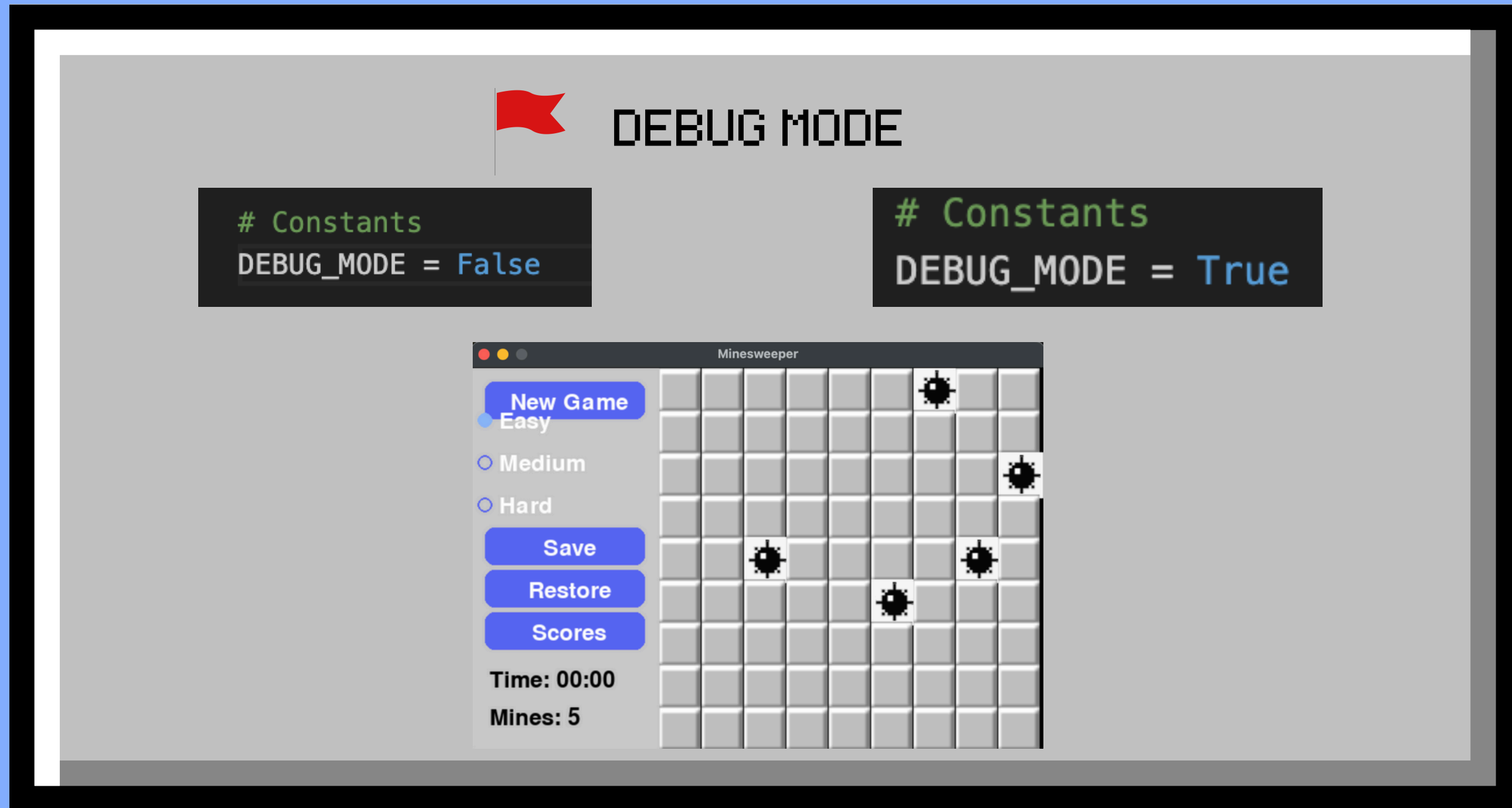
Objective: Do NOT explode! 

Clues + Mental arithmetic + reflexes = SURVIVAL!

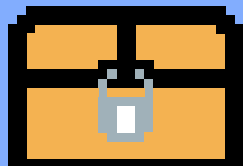
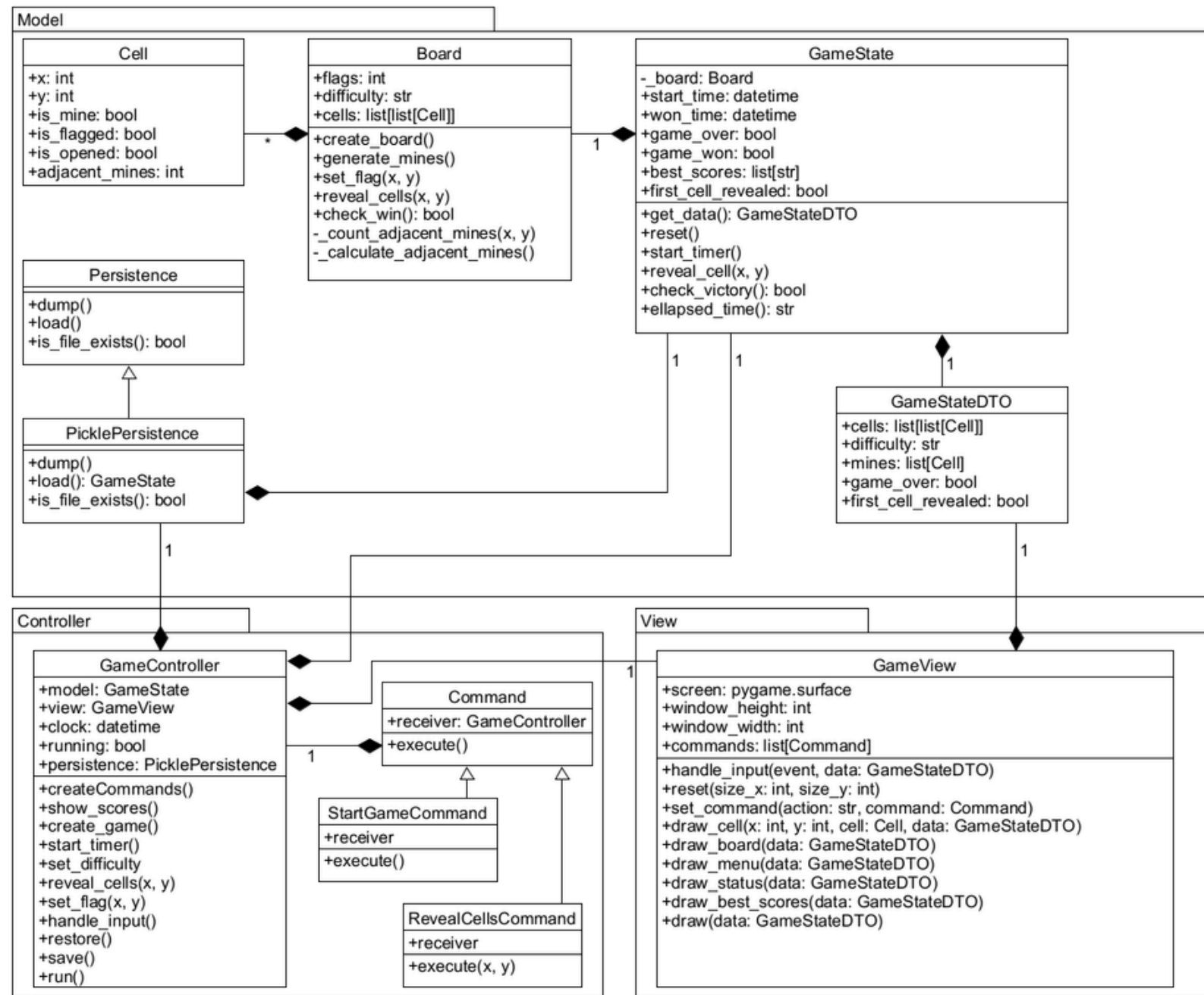
Plant a flag , if you think you've found a mine, but be careful, the wrong flag could cost you dearly!



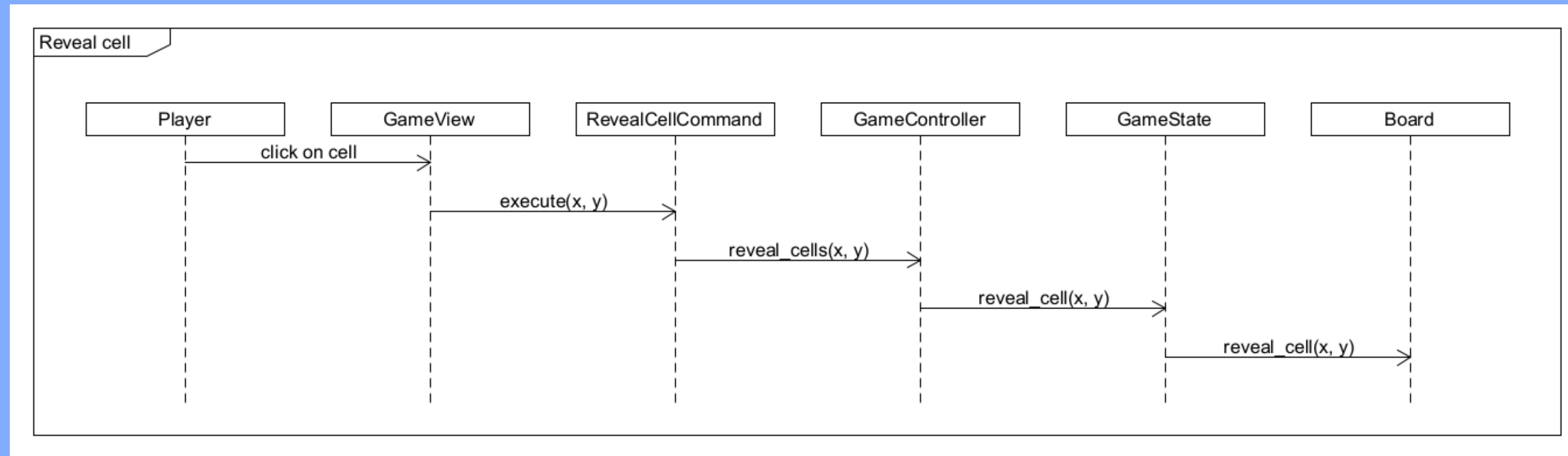
THE SCRIPT



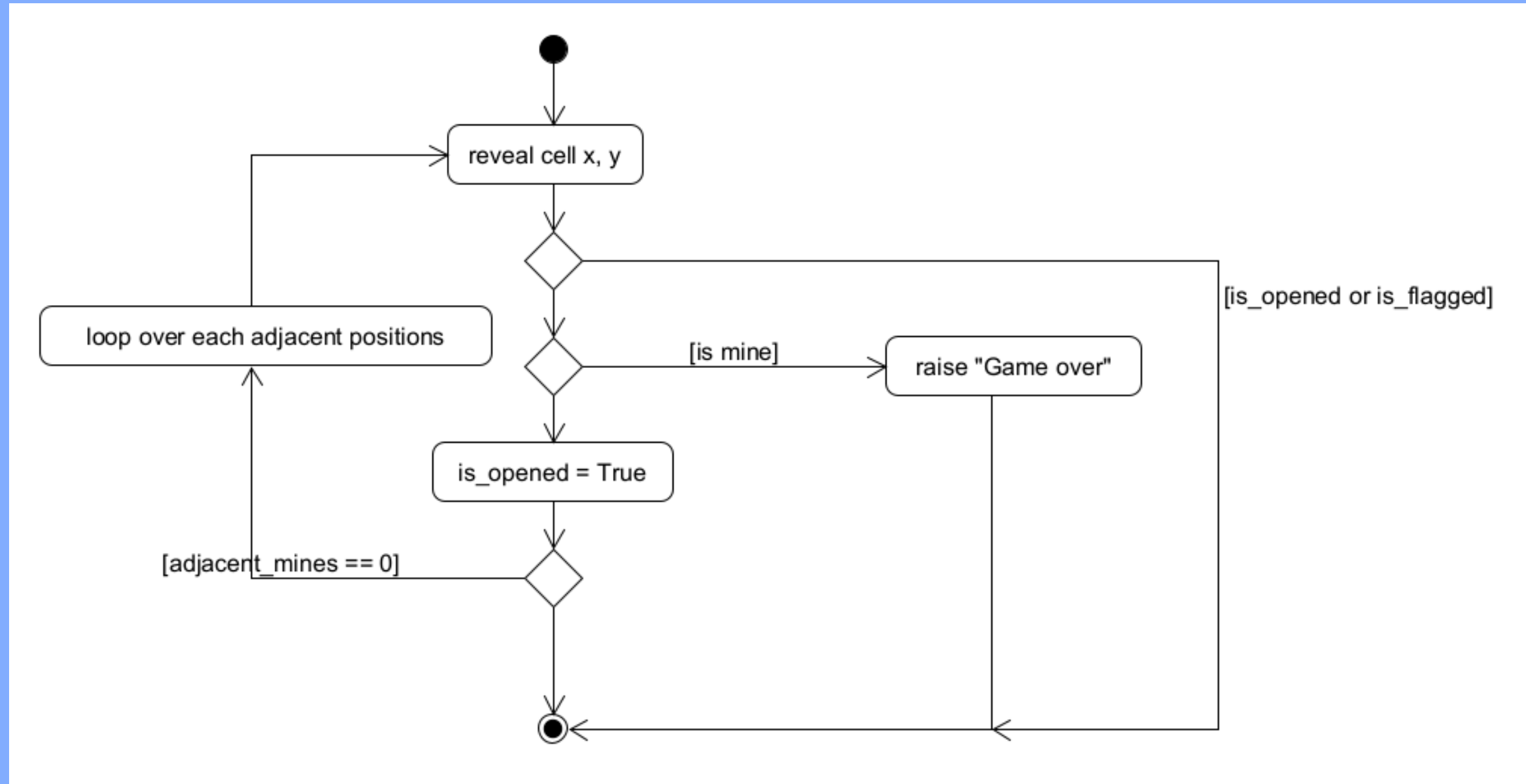
UML DIAGRAM



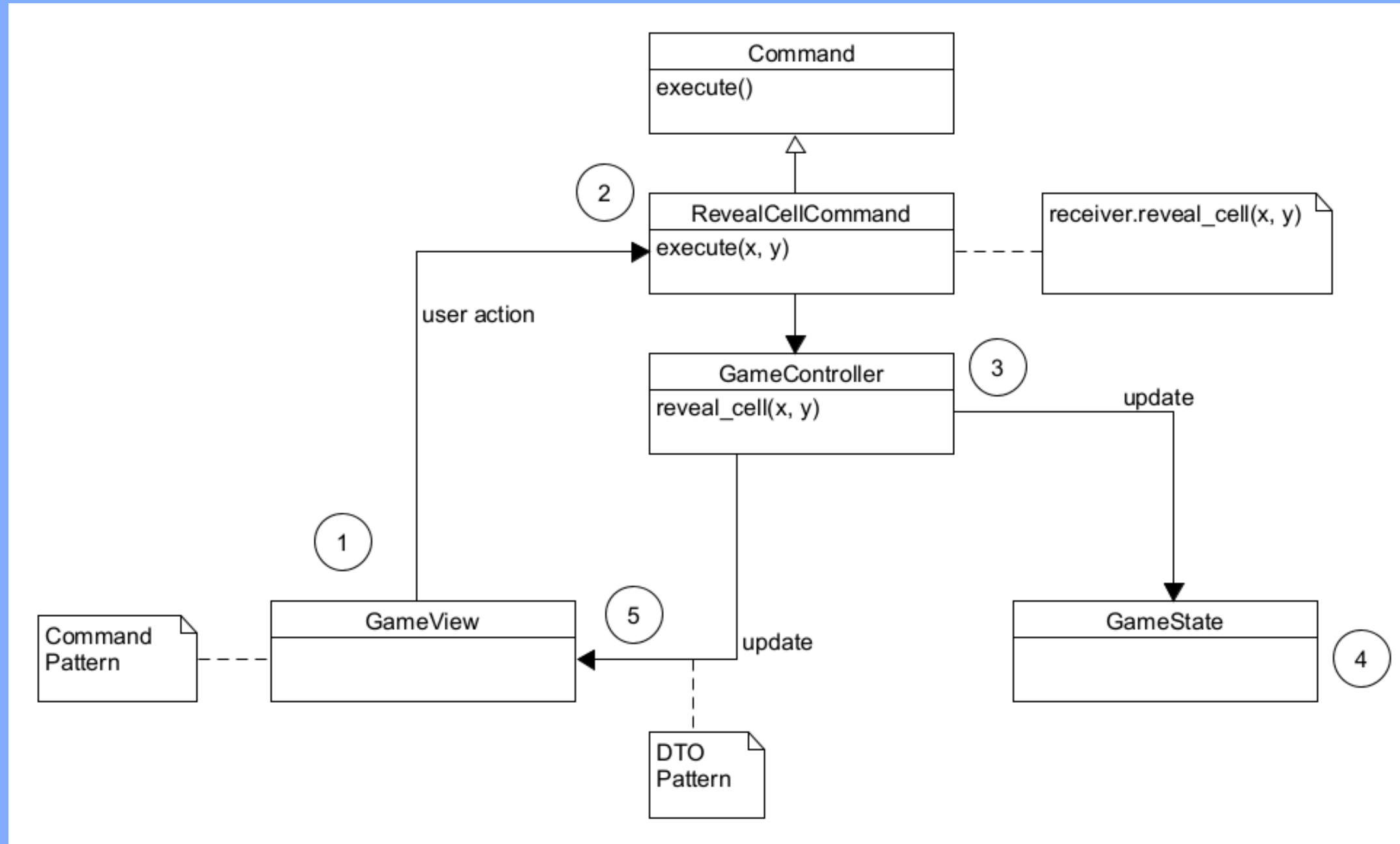
UML DIAGRAM



UML DIAGRAM



UML DIAGRAM





HOW WE WORKED ?

Apart but together

Philippe on UI

Jocelyne on Models

Define class & methods



LET'S PLAY



MINESWEEPER

The End

