

- ARTHUR MARY
- RAYANE HAJJAJI
- ISLAME ROUABAH

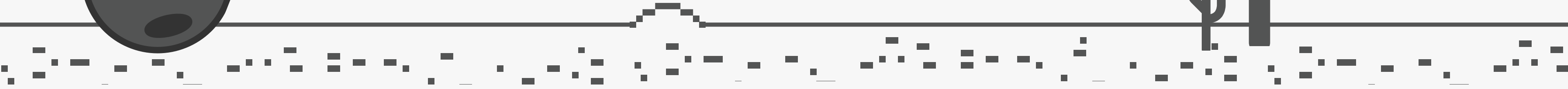


MINESWEEPER



GAME

START



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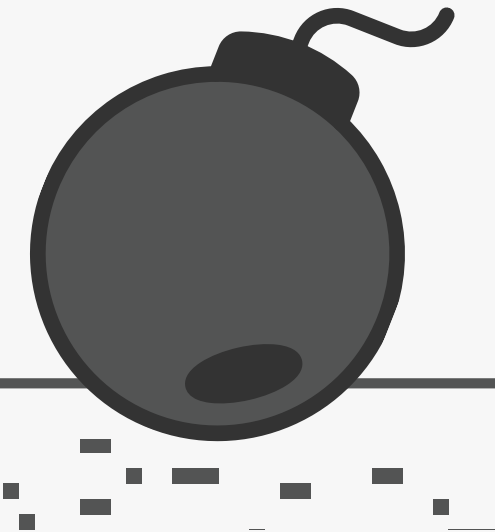
HOW TO PLAY

GOAL : TRY TO UNCOVER SAFE SQUARES WITHOUT CLICKING ON THE ONES THAT HIDE BOMBS.

FIRST CLICK IS ALWAYS SAFE

EACH CELL (THAT IS NOT A MINE) REPRESENTS THE NUMBER OF MINES LOCATED IN THE ADJACENT CELLS

REVEAL ADJACENT SQUARES THAT DO NOT CONTAIN A MINE



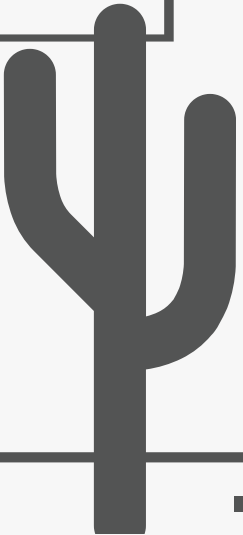
☐ Minesweeper set... — □ ×

Height :

Width :

Bombs :

Launch the game



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HOW TO PLAY

1	1	?
?	1	?
?	?	?
1	1	
F	2	1
2	1	
*	1	
2	1	

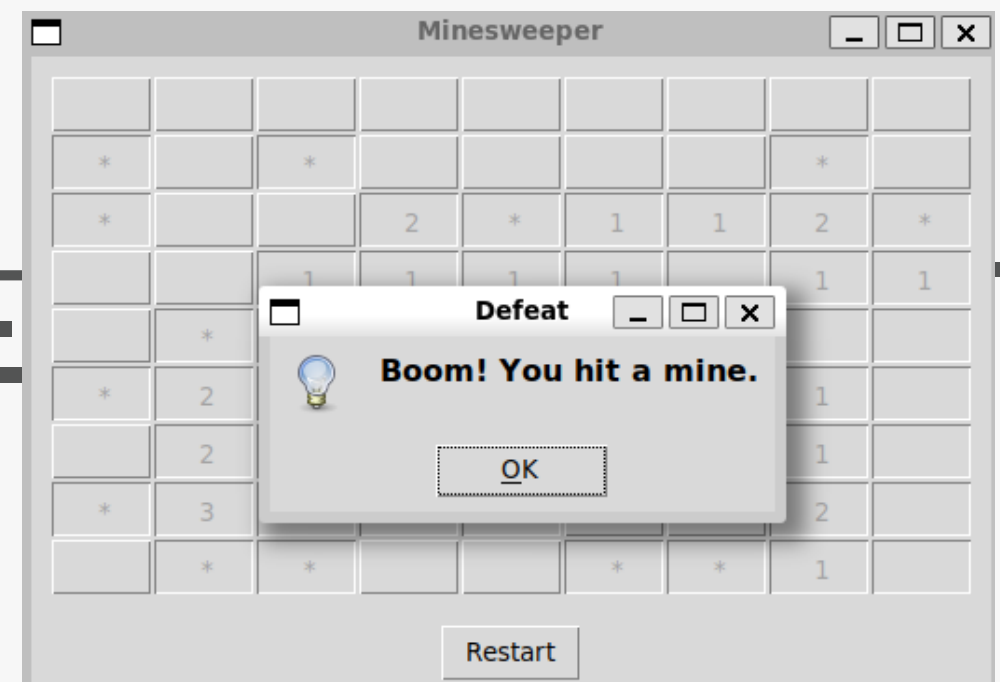
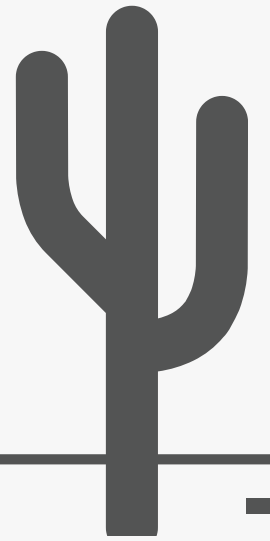
HERE WE KNOW THAT THERE IS 1 BOMB IN ONE OF THE ADJACENT CELLS

WE CAN PUT AN "F" (STANDS FOR FLAG) WHEN WE THINK A CELL HAS A BOMB

"*" IS THE REPRESENTATION OF A BOMB

WE WIN WHEN ALL NON-MINE CELLS HAVE BEEN REVEALED.

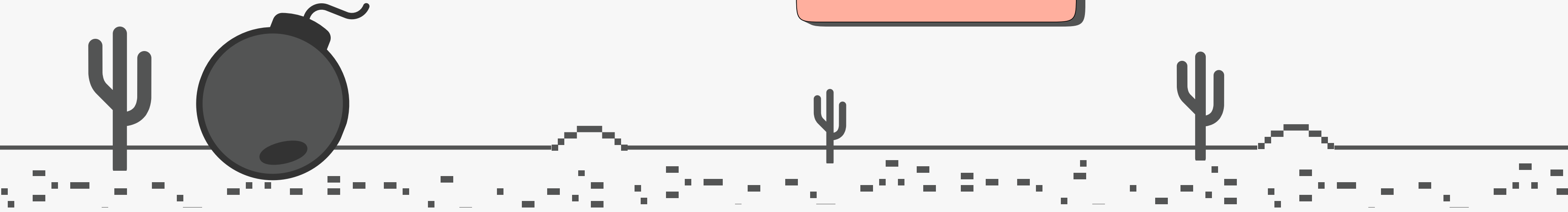
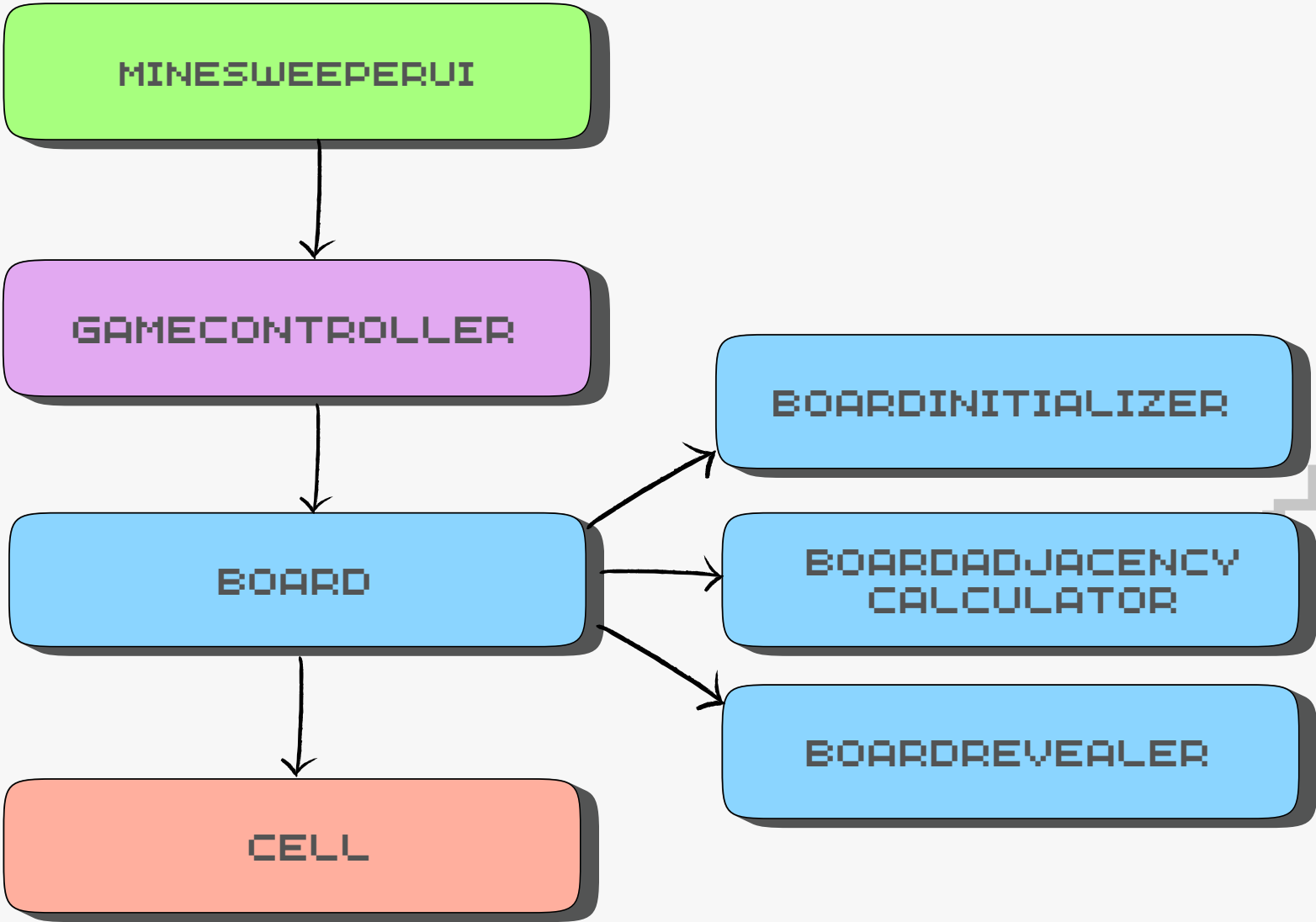
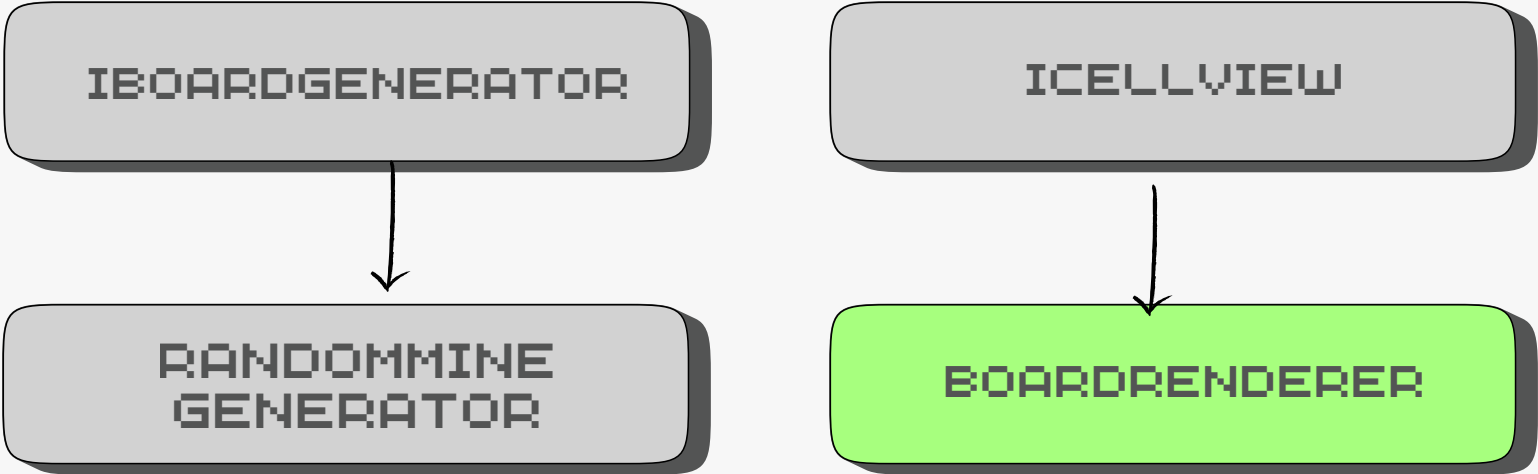
WE LOSE IF WE CLICK ON A CELL THAT CONTAINS A MINE



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PROJECT STRUCTURE

INTERFACES



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APPLICATION OF THE SOLID PRINCIPLES

- **S - SINGLE RESPONSIBILITY**

Board handles game logic and UI handles interface

- **O - OPEN/CLOSED**

We can add a new mine generator without editing Board

- **L - LISKOV SUBSTITUTION**

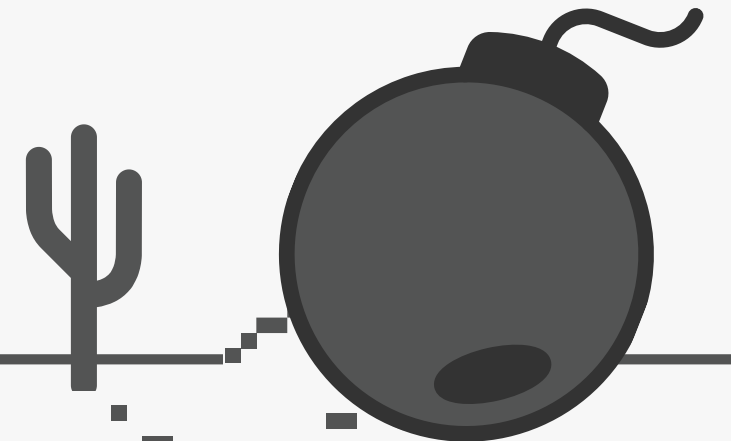
We can swap BoardRenderer with another display type

- **I - INTERFACE SEGREGATION**

IBoardGenerator only handles mine placement

- **D - DEPENDENCY INVERSION**

Board depends on IBoardGenerator, not on a specific class.



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THANK YOU
FOR LISTENING

