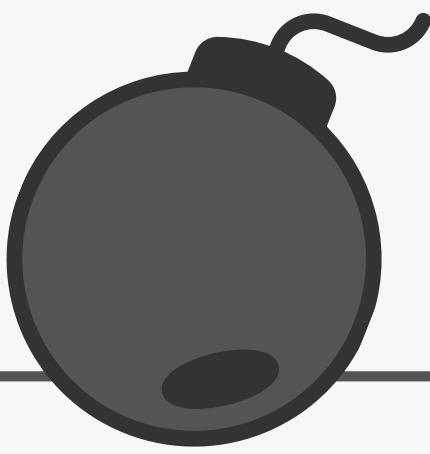


- ARTHUR MADY
- RAYANE HAJJAJI
- ISLAME ROUABAH

MINESWEEPER GAME

START



- ARTHUR MADY
- RAYANE HAJJAJI
- ISLAME ROUABAH

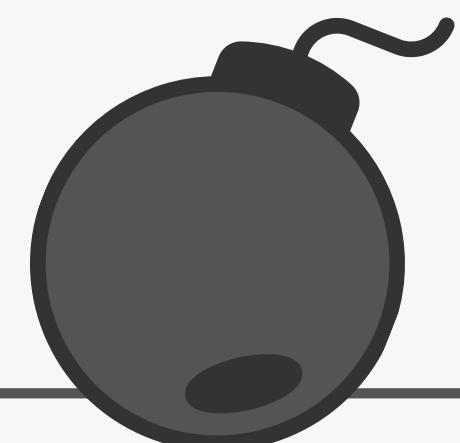
HOW TO PLAY

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



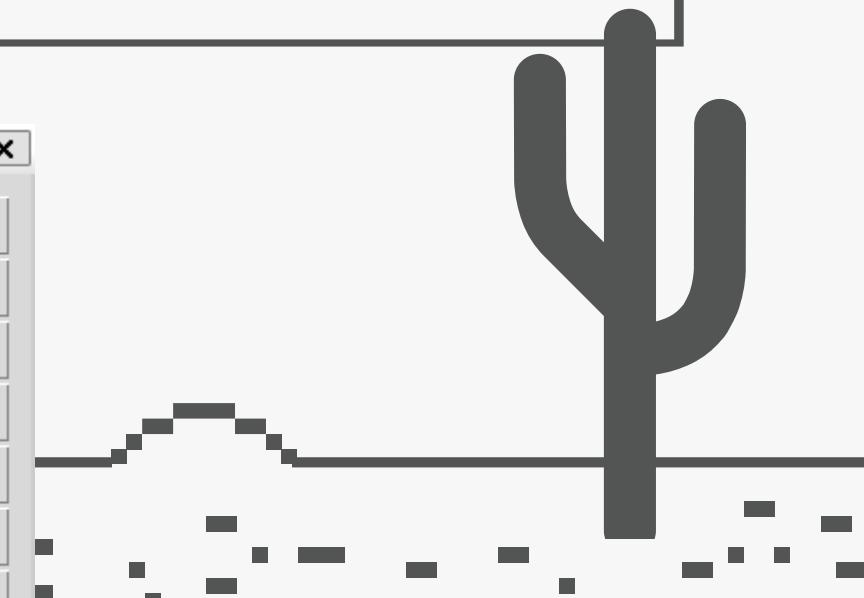
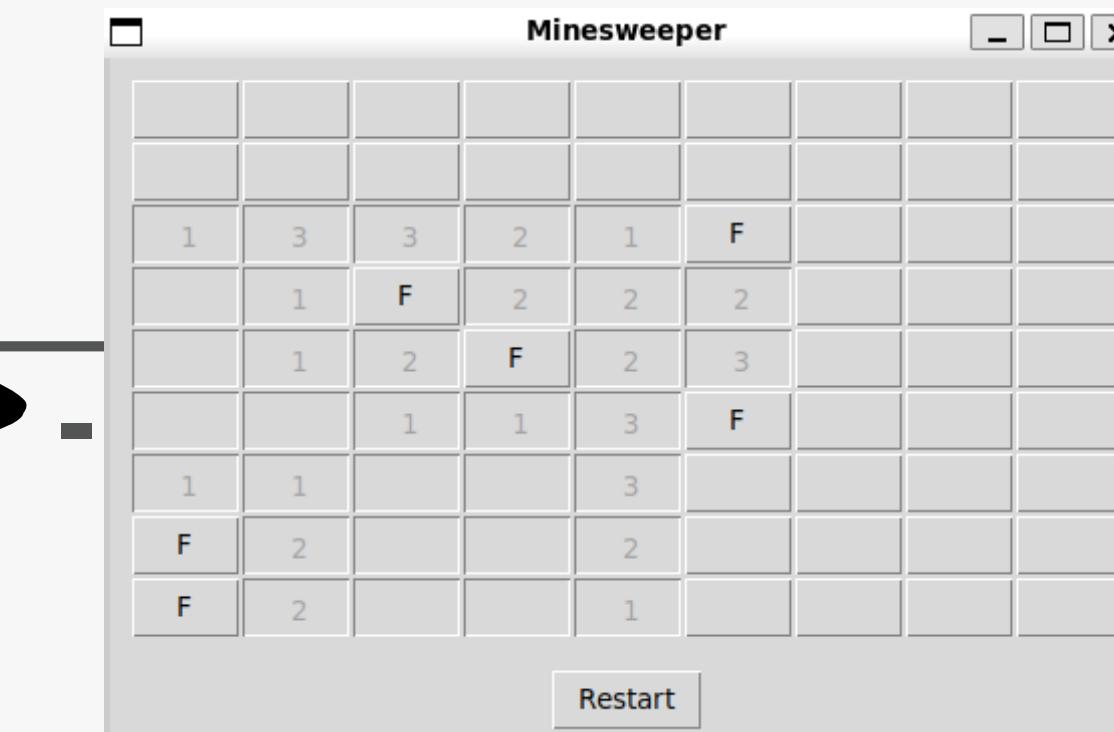
Minesweeper set... - □ x

Height : 9

Width : 9

Bombs : 10

Launch the game



- ARTHUR MADY
- RAYANE HAJJAJI
- ISLAME ROUABAH

HOW TO PLAY

| | | |
|---|---|---|
| 1 | 1 | ? |
| ? | 1 | ? |
| ? | ? | ? |

| | | |
|---|---|---|
| | | |
| 1 | 1 | |
| F | 2 | 1 |

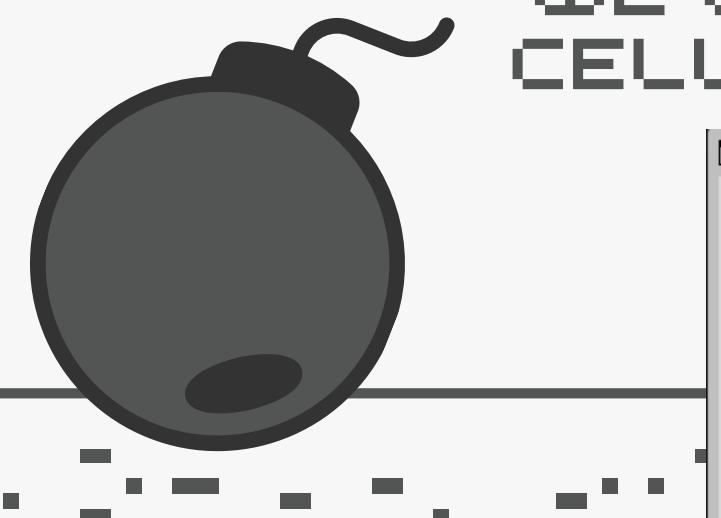
| | | |
|---|---|--|
| 2 | 1 | |
| * | 1 | |
| 2 | 1 | |

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

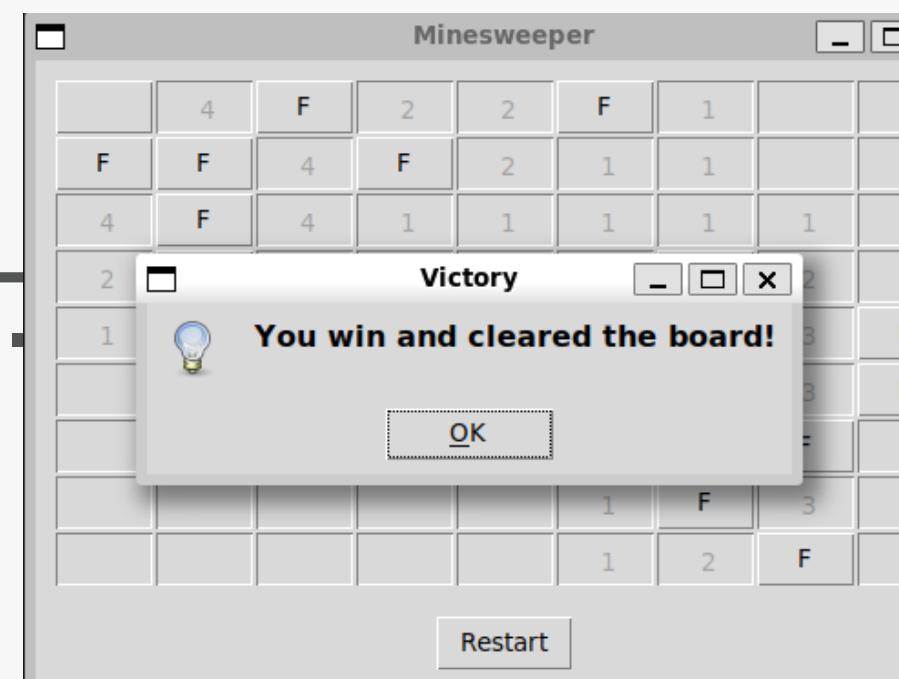


WE CAN PUT AN "F" (STANDS FOR FLAG) WHEN WE THINK A CELL HAS A BOMB

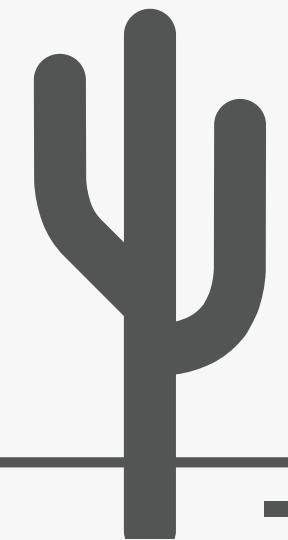
"*" IS THE REPRESENTATION OF A BOMB



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



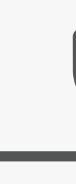
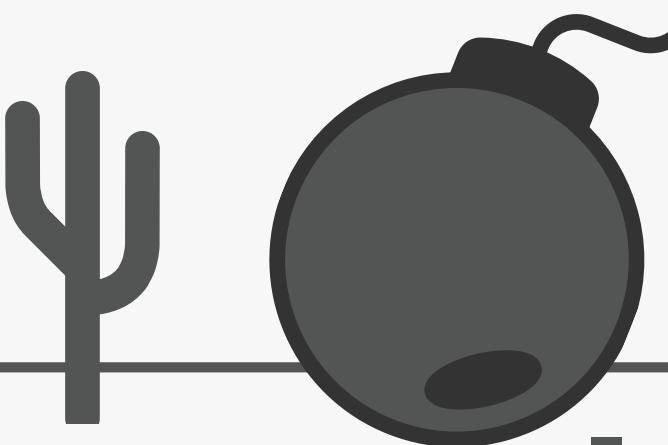
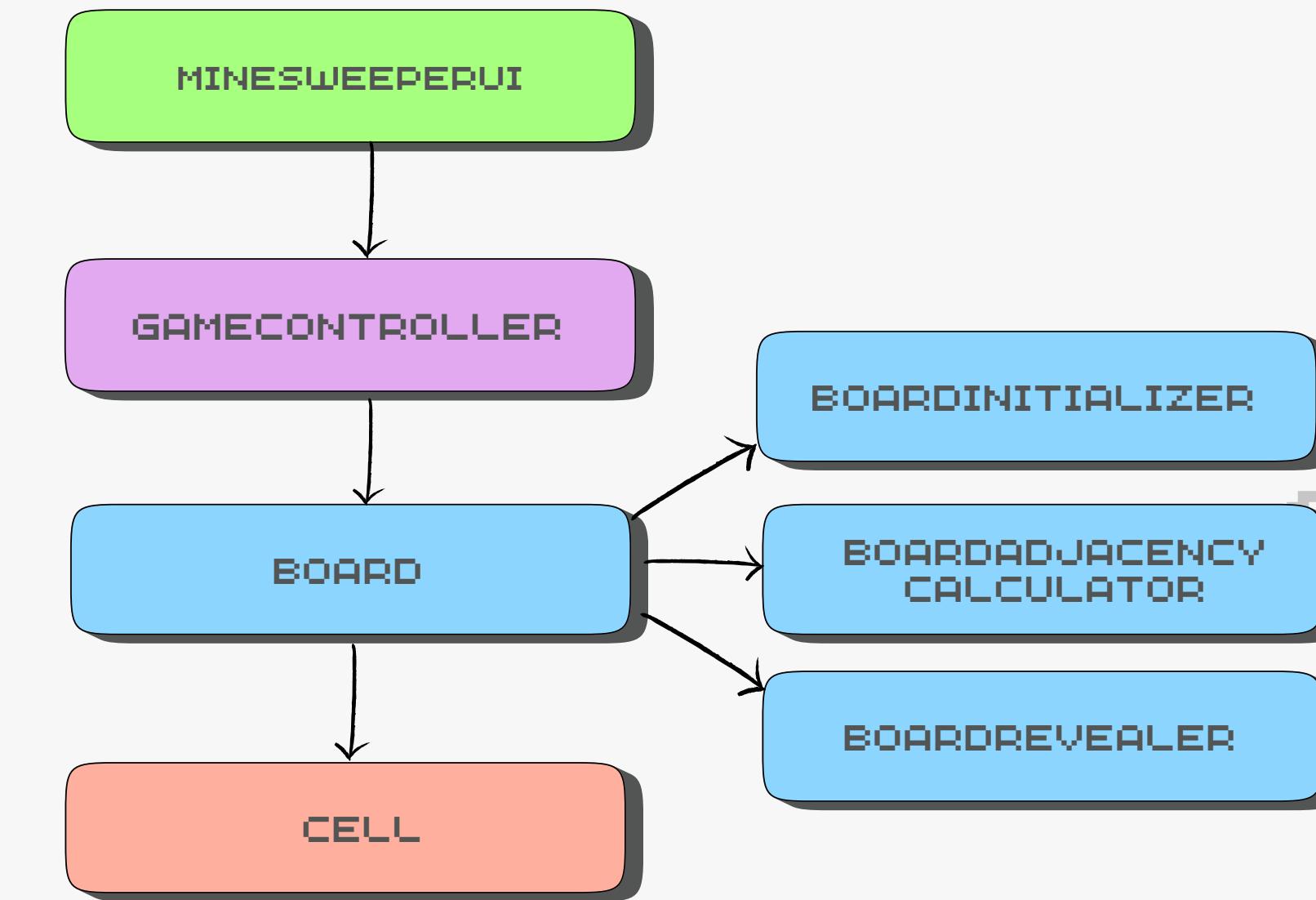
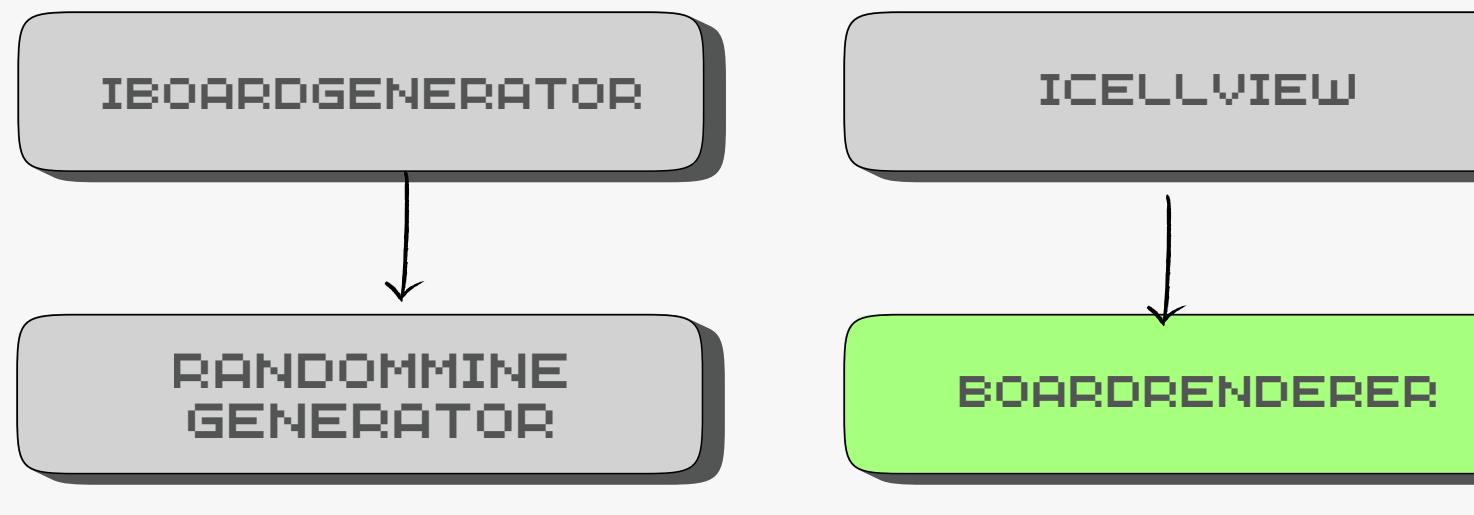
WE LOSE IF WE CLICK ON A CELL THAT CONTAINS A MINE



- ARTHUR MADY
- RAYANE HAJJAJI
- ISLAME ROUABAH

PROJECT STRUCTURE

INTERFACES



- ARTHUR MADY
- RAYANE HAJJAJI
- ISLAME ROUABAH

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**

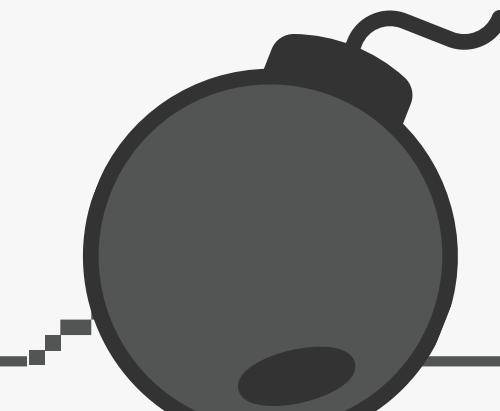
We can swap BoardRenderer with another display type

- **I - INTERFACE SEGREGATION**

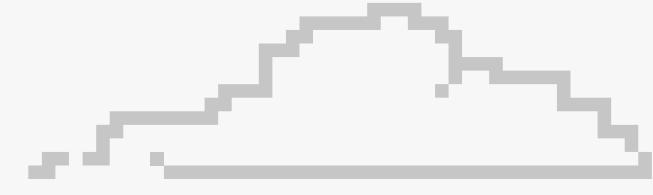
IBoardGenerator only handles mine placement

- **D - DEPENDENCY INVERSION**

Board depends on IBoardGenerator, not on a specific class.



- ARTHUR MADY
- RAYANE HAJJAJI
- ISLAME ROUABAH



THANK YOU
FOR LISTENING

