

Progress Report

Ducking Off : Implementing Minesweeper in Haskell

Kriti Chaturvedi Mariam Eqbal Ritigya Gupta

July 9, 2024



Completed so far

- ❶ A CLI version of minesweeper ready to play on the command line.
- ❷ Initialised a sample GTK window to familiarize ourselves with building GUI in Haskell.
- ❸ Used Monads to handle states.
- ❹ Implemented zero-opening via recursion
- ❺ Learnt about package managers (cabal) in Haskell.

What is left

- ❶ Implementing flags.
- ❷ Implement the game logic in a haskell GUI app
- ❸ Final testing and debugging.

Thank You