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CS 3020:001

11/5/2021

Postmortem:

Total time spent on assignment: 9hrs

Preproduction: 2hrs | Postproduction: 7hrs

Going into this, I had a pretty good, general, idea of how to get this game programed. Once I got my cells configured, I was able to change the properties with ease. This part didn't take me long. What did end up taking me a while (That I was not expecting) was the adding the PROPER numbers to the grid. I struggled getting the numbers to show up in the right spot and easily spent an hour (maybe 2) on this alone. Eventually I re-coded all my for-loops to make sure I wasn't messing up my X and Y's plus I changed my method. Initially The program went cell by cell on the grid and checked for bombs around it. Instead, what I ended up doing is storing the location of the bomb-cells as they were made, then later I went back and added a marker on each cell around the bomb. I liked that idea better as it is easier on the processer and takes less steps. (Plus, it was easier to code)

I got everything done FIRST with exception to the pathfinding algorithm. I had this planned, but I did not have enough time (or frankly will power) to implement this.

My plan was to start a list that would fill with the cells around the one you clicked, then would check for a value stored in the label. If none were found around the cell, it would be marked (so it's skipped later) before moving on to the surrounding cells and performing the same check. Doing it this way would have allowed me to easily check diagonal cells without "over-searching" Because the cells are "marked" while it does still have to go through the list repeatedly, it will not be resource intensive as it skips the marked ones.