

MINESWEEPER

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Start game // playing (sea or forest mode) // end game

DONE :

- Almost functional game (distance neighbours info, flags, bombs availables)
- Different – very basic border – color mode (environments : sea, forest, ..)
- Timer

TO DO :

- Add images/icons (of flags and bombs but also of trees, wolves, ghosts, etc for extension modes)
- Make the grid always stay a square (same x & y tiles) by adding panels around it
- Be able to go back to “classic mode” from an extended mode
- Store best time to have a “best score table”
- Create a custom extended mode (the user can import his images and set his colors)
- Make it more multisensorial with sounds of bombs and forest and sea, etc