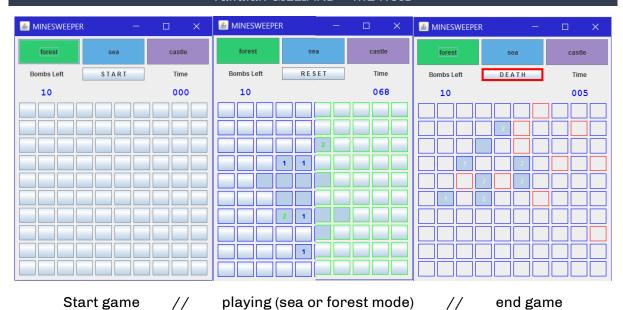
## **MINESWEEPER**

## Tallulah GILLIARD - M1 HCID



## 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