Assignment 7

Minesweeper – Part 2

This the second part of this two week assignment, the main goal of the first week is to have your GUI setup, and the main goal of the second week is to make the game function with different difficulty levels.

For part 2 you should pick the beginner difficulty level, but be aware that other difficulty levels are eventually going to exist.

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| --- | --- | --- |
|  | Dimensions | Mines |
| Beginner | 8 x 8 | 10 |
| Intermediate | 16 x 16 | 40 |
| Expert | 32 x 16 | 99 |

You will need to implement:

* Clicking on the face icon, no matter what it’s state, will start a new game.
* Right click on a covered button will draw a flag on the cover. While the flag is on the cover, a normal left click will not remove the cover. A right click on a flagged cover will unflag that cover.
* You must randomly generate the boards with the correct number of mines, and then correctly calculate the numbers for the rest of the spots.
* Each time you flag a covered tile, the count of mines left in the header must decrease.
* When you click on a covered spot, that uncovers a mine, that mine is red and the other mines that are still covered get displayed as grey mines.

When you are done part 2, submit the java files, and:

# **You must also show me in person in lab!**