Design Session

- We decomposed the task of building a Minesweeper-like game.

- We identified what the main parts could be and what would be the main ingredients of each part.

- We identified how information and control should flow among the parts.

- We identified which sub-problems were trivial and which were harder.

- We determined the only tricky part would be the method to open a region when a square with no neighbouring mines is clicked, discussed several methods to solve that, and developed one in detail.
Sample Code

• A sample solution is posted in the directory
  http://www.csd.uwo.ca/~watt/cs1025/Examples/minefield/

• This is intended to capture what things would look like in mid-development.
  – The methods for losing a game, etc, are stubs
  – The squares have text on them with debug info, not pretty icons.

• The files are:
  – MineFieldGame.java -- Launches the game
  – MineBoardData.java -- The game board without GUI
  – MineBoardGUI.java -- Graphical user interface. Uses MineBoardData.
  – MineBoardSquare.java -- The object that represents the squares in the GUI.