

MINESWEEPER

1. Team Details- SLoT 6B, Group 8

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2. *Introduction:*

Minesweeper is a single player puzzle game that involves logical thinking .The game was created by Microsoft Company to develop analytical skills of people. The game consists of a rectangular grid

consisting of multiple tiles some containing mines and rest without mines.

The player has to clear the grid by uncovering the tiles but without uncovering the ones containing the mines.

3. Different libraries used :

```
#include <iostream>
```

```
#include <stdlib.h>
```

```
#include <time.h>
```

Functions that we implemented in our program

```
bool loadboard()
```

- function that loads the board

```
void disploseboard(position)
```

-function to display the losing screen

```
Char yourchoice()
```

-function to input choice

```
Void dispmenu()
```

-displays the game menu

```
Void Toquit()
```

- To quit the game

Void getgameinfo(char ch)

- Decides the size of grid and no. of mines as per the difficulty level.

Void func(position)

- Opens up the surrounding cells if the chosen cell is empty(not containing any mine in it or around it.)

Bool revealLocation(position)

- Copies the value of a cell(empty,mine or a number) from gameboard to problem board.

Void newgame(y or n)

- Starts a new game or quits the game depending on our choice-y for yes and n for no.

Int counthash()

- Counts the no. of hashes..or masked loactions

4. Status of the project:

We completed our coding for the game in time but we were not able to do graphics even though we tried very hard to do that. Nevertheless, we think we have made a fun game of minesweeper even without the use of graphics.

5. ACKNOWLEDGEMENTS

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We thank our friends too for their help in building our program.