CS 312
Assignment #8
Minesweeper
Due 11/28/18, in class

1. Goals
1) Implement the game Minesweeper based on the OOA/OOD developed in class.
2) Grok how nice it is to have a quality design about while coding.

2. Problem Statement [client’s statement of their need]
The Bikini Bottom Civic Association (BBCA) needs to kill some time. They hired you to write them a Minesweeper game.

3. Requirements Analysis [What is the client’s problem?]
See the OOA handout from class.

4. Design [How]
See the OOD handout from class.
Consider creating OOD3, which, for example, would include abstract and empty methods that were not specified in OOD2, but are needed by Java. For example class Block includes public abstract void guessSafe();. OOD3 can also flesh out any of the pseudo code from OOD2 that still at to high a level.

What to hand in
(1) A well-formatted printout of your 2up source code (model only please!).
(2) A GitHub repo that includes (you must use these names as the grading script assumes them!)
   • README.md with the section Plateau Schedule.
   • your Java source code.

Assignment Requirements [ part of being a course rather than software development ]
• Each source code file must start with
   /**
   * This is my code! It’s goal is to ....
   * CS 312 - Assignment 8
   * @author Your Name
   * @version 1.0 9/18/2018 (a version number followed by the date)
   */
• You can forgo method headers for this assignment.

Bonus Time
In addition to the Model, implement a GUI View and Controller. This may require changing the View method update() to include the row and column being updated. I also added a gameOver() method (because of the way Java Applets work you can’t call System.exit -- without getting a nasty security exception :).