Package 'Miney'

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Type Package

Title Implementation of the Well-Known Game to Clear Bombs from a
Given Field (Matrix)

Version 0.1

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Description This package implements the core idea of games known as
'Minesweeper' on Microsoft Windows or 'KMines' for KDE on
Unix-like operating systems.

License GPL-2

LazyLoad yes

Repository CRAN

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NeedsCompilation no

R topics documented:

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Description

A simple implementation of the game where one clears bombs (or flowers, – see the wikipedia entry for 'minesweeper') – from a given field. The game is in its infancy at the moment. Supported features so far are: - if you click on a new element of the matrix, it will either show you how many neighbors this element has or it will turn red, which indicates that you have hit a bomb. - it will measure the time it took you until you either solved the puzzle or until you hit a bomb TODO-list: - Mark elements as bombs. How can I do that since there is no right mouse-button? Maybe by saying if a mouse button has been clicked twice in a field in less than half a second (or a second)?!? - Allow the first click to be "free", i.e. the matrix will be determined only after the first click. That means one has to click, then one has to create the matrix and then one has to compute the number of neighbors to display it. - Change pictures - Many more things!

Details

Package:	Miney
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Version:	0.1
Date:	2010-12-22
License:	GPL-2
LazyLoad:	yes

Author(s)

Roland Rau

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Examples

```
## Not run: miney(5)
```

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miney	*Clearing mines from a given field.*

Description

A simple implementation of the game where one clears bombs (or flowers – see the wikipedia entry for 'minesweeper') from a given field. After starting the game by entering miney(5), for instance, the user/player needs to click on the plotted elements to see how many neighbors are bombs/flowers/.... The game is over if the players hits a bomb or when the player has cleared all non-bomb/flower/...-elements.

Usage

```
miney(n)
```

Arguments

n   determines the size of the matrix. If n=5, the game will use a 5 by 5 matrix.

Value

No value returned. Function is used for its side effects.

Author(s)

Roland Rau

Examples

```
## Not run: miney(5)
```

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