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Thread: [Mutliplayer Minesweeper Flags](#)

Auriana - July 5, 2018, 6:29 pm

I wanted to share something I was working on out of boredom and nostalgia. I really missed the game Minesweeper flags so I decided to one in .NET C#.

The server is Written in C++ and the client in C# as well as a MacOS client in Objective-C

It can handle up to any number of instances, and x amount of players in a single instance. The server keeps track of the players scores, time, who's turn it is and displays the board to the clients. I rushed the client because I just wanted to get it done so the code isn't very neat, it's messy and all over the place. But hopefully you guys can write a better client for it. If any of you wants to work with me on writing a better designed client, let me know!

You'd just launch the server, then for this demonstration only two clients per instance, each time two clients connect they are placed in a game instance. But you can have any number of simultaneous instances.

Here is a couple videos demonstrating a two player instance and a three player instance. Also in the video, the score packet wasn't being handled but in the current revision it is.

Videos

drive[WARNING POSSIBLY
INFECTED]google.com/open?id=1dzf2eD8YJVguB2keypSbU54YeJZZmFXf
drive[WARNING POSSIBLY
INFECTED]google.com/open?id=1qkwSMmVKfKMEDZiZE5-gln2JPkQbP7u3

MacOS Client Server Image:

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INFECTED]google.com/open?id=1cOXYGsMQczsmPh8FpWeuMjy9eKB3fOR7

Source:

gitlab.com/Ephemeral/MinesweeperFlags/

Inside the source is a binary folder that contains the server executable as well as a MacOS compiled Server executable and Minesweeper flags client written in Objective-C. The MacOS binaries run on OS 10.7 and later.