

Build MiniSweeper Game using C# programming language

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Abstract: This topic focuses on building a MiniSweeper electronic game using the C# programming language. In practice, game design and development can enhance problem-solving skills, logical thinking, and programming abilities. The objective of the project is to design an intuitive user interface, optimize program performance, and ensure fairness during gameplay. The research methodology includes requirement analysis, algorithm design, and application implementation. The expected result provides a Minisweeper game solution that meets modern technical standards and has the potential to be used for educational or entertainment purposes.

Keywords: MiniSweeper game, C# programming language, game design, object-oriented programming, user interface