

## Feature Requirements

### [Atlassian](#)

#### Get it up to code

- First, you must get all required functionality from project 1 working, even if the team you inherited from did not. It is up to you to find what is lacking. **DONE**
- Additionally, ensure the following features are present:
  - flagged spaces are not revealed in recursive expansion. **DONE**
  - It is **not** a win condition to have all mines flagged with unrevealed spaces. **DONE**
  - A win condition occurs even when not all bombs have flags, but every non-bomb space is revealed. **DONE**
  - More flags than bombs may be placed on the board and later removed
  - The number of rows is configurable independently from columns (10x20 grid, 30x22, etc). **DONE**

#### Cheat Mode

- Include a button, cheat code, or other means for me to reveal the entire board, see all the mines and numbered spaces, then revert the board back to **exactly** the way it was before I cheated.
- I should be able to finish as normal after I cheat.

#### Custom Addition

- Your team must decide upon a new addition to the game.
- Verbal approval from professor is required before moving forward
- The ceiling on scope and difficulty is up to your team, but the professor has the right to increase the difficulty if he/she feel necessary.
- Here are some ideas:
  - Power ups
  - Animations
  - Sound effects
  - Scoreboards
  - Moving mines

**TO DO:**

- Change max # of mines on select box

**Cheat Mode (Clay):**

- Button- when clicked reveals entire board, see mines and numbered spaces
- Revert back to old board

**Custom addition:**

- Memesweeper?
- Memes for different actions
- Memebox - where pic shows up
- As you reveal space, see meme

**Power Ups:**

- **Shield** - one bomb click protection, extra life w/ mario sound
- **Magnifying glass** - clicks space then reveals whats around it, 3X3

Minesweeper shop- buy power ups