

Team Rocket's Retrospective Write-up

Description:

For this project, we inherited the base minesweeper project from the team, JS Master which met all of the project one requirements and was beautifully coded. Thus, we only had to complete the cheat mode and add our custom addition for project two. Since the base program was written in JavaScript and HTML, we decided to make two power ups and a memebox for our additions. The two power ups we decided to add were an invincibility feature and reveal feature. The invincibility power up allowed the player to essentially have one extra "life" while playing the game. Thus, if the player clicked on a bomb while the invincibility feature was enabled, they would be safe that one time and be able to continue playing. The reveal power up allowed the player to click on a tile on the minesweeper board and reveal that tile and the full radius of tiles around it for four seconds. We also added the required cheat mode which revealed the whole board until the player wanted to revert back to game mode with the board in the same state as before the player entered cheat mode.

Log of Meetings:

Color code for meetings

Sandy	Evan	Alex	Clay
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Meeting One - [3/6/2019]

TO DO:

1. 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 (**Sandy**)
 - Memes for different actions
 - Memebox- where pic shows up

- As you reveal space, see meme

Power Ups:

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

Minesweeper shop- buy power ups

Meeting Two - [3/18/19]

Progress:

- All Features we intended on adding were completed making for an enhanced minesweeper experience
- Get it up to code **DONE**
- Additional Features:
 - Meme sweeper **DONE**
 - Prints memes to the right of the screen for a greater gaming experience
 - Cheat Mode **DONE**
 - **Discussed**
 - Invincibility **DONE**
 - Allow one bomb click without losing
 - Magnifying glass **DONE**
 - Allow player to click on any square and reveal surrounding 8 squares

TO DO:

1. Retrospective
2. Testing
3. Add more memes
4. Fix bomb tile in cheat mode

Meeting Three (FINAL) - [3/19/19]

TO DO:

1. Clean Up project
2. Finish retrospective
3. Finish documentation

Summary:

How work was divided:

Evan -

- **Reveal / Magnifying Glass** - temporary powerup to reveal 3x3 area.
 - When used, a 3x3 area of the board is revealed for a few seconds.

Clay -

- **Cheat Mode** - Indefinitely allow player to see entire board. Each square's hidden value (bomb, adjacent or empty) is revealed to the player
 - Accessed through 'cheatmode' button click
 - Button toggles the cheat mode off/on

Alex-

- **Invincibility** - power up that allows for the player to reveal a single bomb without losing the game.

Sandy -

- **Memebox** - meme is shown when action in minesweeper is completed
 - User clicks tile/ adjacent shows randomized bank of memes
 - **User flags bomb shows flag meme**
 - **User wins shows win crab rave meme**
 - **User clicks bomb shows lose meme**
- **Created all minesweeper memes since, oddly enough, no minesweeper memes exist**

Challenges:

- Spring break procrastination
- Flag issue in cheat mode- will not show what is behind flag if user flags a tile

Features That Did Not Make the Demo:

- Power up shop - shop where power ups could be purchased
- Have more power ups than the two we have

What We Would Have Done Differently:

- Not procrastinated/ had better time management skills over spring break