Team 2 Project 1 Requirements Documentation

Task Name	Priority Level (DEFCON)	Description
Board Implementation	1	The board should be comprised of an array comprised of lists and support each character being changed to represent what is on the tile.
Mine Placement Algorithm	1	An algorithm to randomly place mines across the board.
Bomb Adjacency Algorithm	1	An algorithm (may be implemented within the placement algorithm) to determine the number of mines within each tile
Victory/Defeat State	1	States to prevent the user from acting out of turn after the game is completed
Recursive Grid Reveal	1	Algorithm to reveal any squares adjacent to ones with 0 bombs that have been selected
User Reveal	1	Function handling the user revealing tiles
User Flagging/Unflagging	1	Function handling the user's ability to flag/unflag tiles
Replay Function	2	Placing code within a loop to allow the user to play multiple times
GUI	2	Tying the Code to a readable and clean GUI.

Team 2 Project 1 Task History

Task Name	Hours (Est.)	Hours (Actual)	Difficulty Level (Est.) (1-10)	Implementation Notes
Board Implementation	.5		1	
Mine Placement Algorithm	1		3	
Bomb Adjacency Algorithm	1.5		5	
Victory/Defeat State	.25		2	
Recursive Grid Reveal	1		7	
User Reveal	.5		5	
User Flagging/Unflagging	1.5		4	
Replay Function	.5		1	
GUI	4		8	

Team 2 Project 1 Meeting History

Meeting Date	Topic	Description
September 2	Requirements	Discussed Requirements of project and created documentation of necessary functionality to implement