
JayHawk Dream Team

**The Greatest Game of Minesweeper
Software Architecture Document**

Version 1.0

The Greatest Game of Minesweeper	Version: 1.0
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JDT-MS-ARD	

Revision History

Date	Version	Description	Author
17/09/2025	1.0	Compilation of Our Prior Notes	Carlos Mbendera

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Software Architecture Document

1. Introduction

This Software Architecture Document (SAD) outlines the architectural framework and high level design for The Greatest Game of Minesweeper, a pygame version of Minesweeper developed as part of our EECS 581 Coursework at the University of Kansas. This blueprint helps ensure that the development aligns with the Software Requirements Specifications (SRS), guiding the team towards successful implementation.

1.1 Purpose

This document delivers a comprehensive architectural overview of The Greatest Game of Minesweeper, capturing key decisions and presenting them via various architectural views. It is designed for the project team, to guide implementation, and for stakeholders seeking detailed insights into the software's capabilities.

1.2 Scope

The scope of this document encompasses the complete architecture of the The Greatest Game of Minesweeper, including Graphics Rendering, Mouse Input, Logic, Data Structures for API interactions and a Game Manager that controls the game's state.

1.3 Definitions, Acronyms, and Abbreviations

- **SRS:** Software Requirements Specification
- **API:** Application Programming Interface
- **UI:** User Interface
- **pygame:** A python framework that offers function calls for features often used in game development

1.4 References

- EECS 348 Software Engineering Course Syllabus, Professor Hossein Saiedian, University of Kansas, Spring Semester 2024.
- EECS 581 Project 1: Minesweeper System Development Specifications, Professor Hossein Saiedian, University of Kansas, Fall Semester 2025.
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1.5 Overview

This document covers our software design architecture. It will touch on various items such as size, interface, and structure. It covers:

- **Architectural Representation:** Outlines views and models representing the system.
- **Architectural Goals and Constraints:** Details architectural requirements and objectives.
- **Logical View:** Describes system decomposition into packages and classes.
- **Interface Description:** Provides high-level details of key interfaces.
- **Development Description:** Overview of the hours we worked and our development process
- **Quality:** Explains how the architecture supports quality attributes such as extensibility and reliability.

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2. Architectural Representation

The software architecture for The Greatest Game of Minesweeper system encompasses multiple views that collectively provide a comprehensive understanding of the system's structure and behavior. Each view focuses on specific aspects of the architecture, facilitating communication among stakeholders and guiding the development and evolution of the system.

1. Overview:

Description: Provides a high-level overview of the system architecture, highlighting its key components and their interactions.

Model Elements:

- Main components of the system (e.g., user interface, input handling, data structures).
- High-level communication pathways between components.
- Deployment environment (e.g., computer details, python and pygame version).

2. Logical View:

Description: Describes the logical organization of the system, focusing on the decomposition of functionality into modules or layers.

Model Elements:

- Modules representing major functional areas (e.g., board.py, renderer.py).
- Relationships and dependencies between modules.
- Interfaces exposed by each module for interaction with other parts of the system.

3. Process View:

Description: Shows the dynamic behavior of the system, illustrating how processes and threads interact to fulfill user input on the Minesweeper board.

Model Elements:

- Processes representing user interactions (e.g., clicking on the board, showing mines/flags).
- Communication pathways between processes (e.g., data structures, imported packages).

4. Development View:

Description: Focuses on the organization of the development effort, including the structure of source code, version control, and development environments.

Model Elements:

- Source code repositories and their organization (e.g., repositories for frontend, backend, testing).
- Development environments (e.g., local development setups, GitHub Projects)

3. Architectural Goals and Constraints

- **Developmental tools:** We will utilize Visual Studio Code for its versatility, Git and GitHub for version control and PyCharm / VSCode with the Python Extension, ensuring a robust development environment.
- **Design:** Object Oriented Programming - to facilitate clear modularity and extensibility of the software components.
- **Usability:** Develop an intuitive user interface and solid technical backend to enhance gameplay experience.
- **Reuse:** Architect the codebase to promote code reuse and modularity for easier maintenance and scalability.
- **Off-the-shelf product:** Integrate third-party APIs or libraries for features such as content recommendation

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- **Design and implementation strategy:** We plan to follow a waterfall development methodology, to ensure phases and requirements are met in a structured progression.

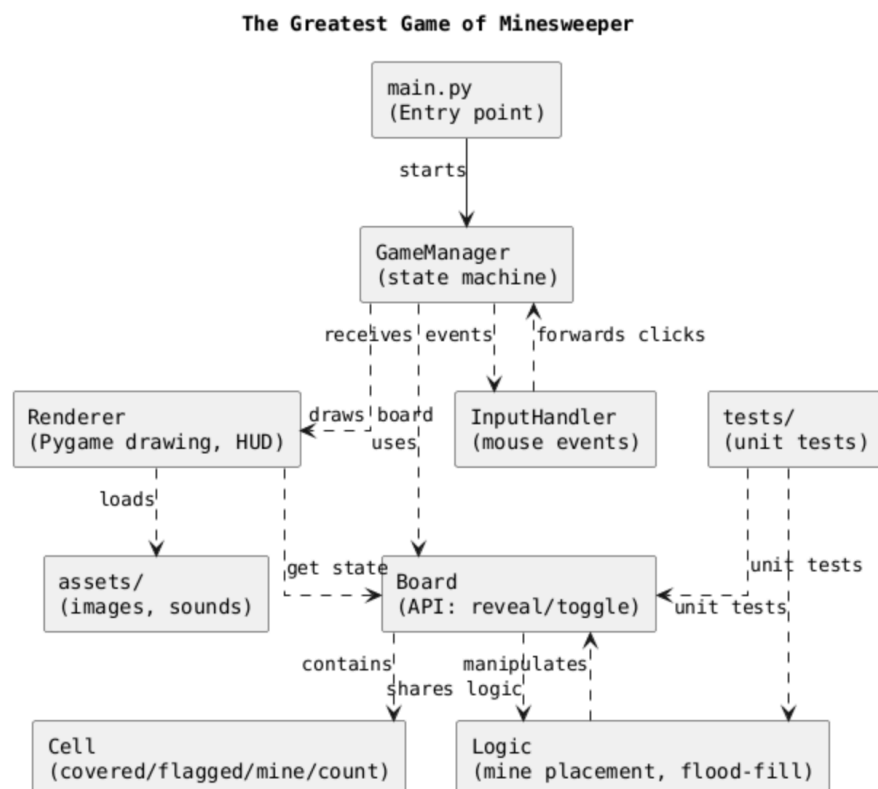
4. Logical View

4.1 Overview

The overall design of the Minesweeper program is divided into five major subsystems that interact to deliver the game's functionality. These are the

- **Game Manager:** acts as the central controller, orchestrating interactions between components, managing states (PLAYING, WIN, LOSS), and handling the game loop
- **Board & Logic:** both are responsible for mine placement, recursive uncovering (flood fill), and win/loss detection
- **Data Structures** (Cells/Board Classes): define the grid of Cells and Board API, storing essential game state information (mines, flags, covered/uncovered)
- **User Input Handler:** processes mouse and keyboard inputs, mapping them to board actions (reveal cell, toggle flag, restart)
- **Renderer:** dynamically draws the board and UI using Pygame, showing cell states, flags, mines, counters, and banners.

4.2 Architecturally Significant Design Modules or Packages



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5. Interface Description

The Greatest Game of Minesweeper interface will be built with Pygame, with a grid based design as per the EECS 581 project requirements:

- Valid Inputs:
 - Left click: Reveal a cell
 - Right click: Place/remove a flag
 - R Key on keyboard: Reset the board for a new game
 - Esc Key: Exit game
- Outputs:
 - Rendering of board updates (reveals, flags, mines)
 - Game status text (“Playing”, “Victory!”, “Game Over”)
- Data Storage:
 - Game state (board + cells) is stored in-memory within the Board object
 - No external persistence is required

6. Development Description

The Greatest Game of Minesweeper was built following an Agile system with scrums lasting a week. Every Monday, we met with our scrum master and discussed upcoming and completed work. The expected and actual times for the work are as follows:

Carlos Mbendera: Expected 2 Hours, Took 3 Hours

Jonathan Johnston: Expected 4 Hours, Took 3 Hours and 30 Minutes

Yoseph Ephrem: Expected 3 Hours and 30 Minutes, Took 3 Hours

Cole DuBois: Expected 3 Hours, Took 2 Hours

Blake Ebner: Expected 2 Hours, Took 45 minutes

Mahdi Essawi: Expected 3 Hours, Took 3 Hours

To calculate the expected amount of time for work, we allowed each individual to approximate their own respective hours as we believed that due our own personal difference in experience and technical history that we’d be our best estimates since the workload was divided depending on what everyone’s strengths were. For example, Blake worked on Rendering and has a history in game development.

Moreover, during the development of The Greatest Game of Minesweeper, we used GitHub extensively and GitHub Projects to keep track of our roles, tasks and timelines of each other's work. Our repository is [here](#) and the project is [here](#).

7. Quality

The quality assurance process for the minesweeper project consisted of debugging, unit testing, and performance goal testing to ensure an enjoyable gameplay experience for our users. Our initial rounds of the manual testing uncovered a few bugs. These included input options for the mine count, misaligned board labels, and a missing flag counter feature. These errors were assessed promptly and corrected, improving the ease of accessible information and customization of the game.

After fixing these issues we designed a unit testing script with the help of AI to validate every feature, class, and interaction in our code. This script systematically tested the game’s features piece by piece, navigating through the various connections and wiring. The script covered both functional and edge case scenarios to minimize unexpected behavior from the game. A total of 32 unit tests were created and all passed successfully, showcasing that our system logic and feature set was operating as intended.

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Beyond correctness, we also prioritized efficiency by embedding performance benchmarks directly into the test script. These benchmarks measured our execution time and responsiveness for critical operations in the game including:

- Small board creation
- Large board creation
- First click (small board)
- First click (large board)
- Flood reveal

Each benchmark was evaluated under strict conditions, allowing no room for error, to ensure that the gameplay was smooth and consistent regardless of the board's size or difficulty. The results were highly favorable, with all benchmarks passing comfortably within their defined performance thresholds. This confirmed that the game engine could handle both small and large configurations without compromising the responsiveness or stability of the game.