**Postmortem Minesweeper Project**

**Time**

* Preproduction: 1 hour
  + Included sketches of the windows form layout and menus
  + Brainstormed functionality of app and how certain objects are related.
  + Created a list of (some) necessary classes and functions
* Production: approximately 12 hours
  + Three, 4 hour coding session.

**What Went Well**

* Overall, this project was executed without major struggle.
* Determining the mine locations, and the number of adjacent mines was built without difficulty.
* Handling menu options was a breeze

**What Could Have Went Better**

* Determining how flagged grid cells were going to be stored was minorly problematic since I did not think of this during preproduction.
* I had to refactor some code because I had grid panels, buttons, and labels stored in 3 different matrices. The application specification sheet said that a custom user control was needed to be used, but I initially did not build in this feature. I refactored the 3 grid matrices into a single custom user control class called “Cell”
* There was a minor issue that caused the status strip to overlap the last row of grid cells on the board due to the auto scaling of the form window. I wanted to add padding to the bottom row of cells but had some issues, so an empty label was added below the board to add some blank space

**Takeaways**

* Still need to work on spending more time in preproduction to anticipate problems that may occur.
* This project was a valuable learning experience that improved my competency in building Windows Forms applications. Learned about menu strips, status strips, timers, opening new form windows, message boxes, and reading/writing data from and to nonvolatile storage.