**INITIAL GOALS OF MINESWEEPER**

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LIST OF GENERIC GRAPHIC I WISH TO ACCOMPLISH

-user will be able to click with the left mouse button on a unit square, an image will reveal itself as a number, blank space, or a bomb

-user will be able to click with the right mouse button on a unit square and an icon of a flag will appear on the not yet revealed unit

-all revealed units will stay revealed

-2 score boards constantly updating, one representing the score, on representing the amount of bombs remaining

FUNCTIONAL ASPECTS:

-if the user chooses a unit revealing a bomb, the game will stop, and all bombs will be revealed

-the user will gain points for each non-bomb picture they choose

-the flag icon will represent where a bad picture is, warning and reminding the user that there is a bad picture not yet revealed

-clicking the happy face icon will reset the game

-a blank space will represent that there are no bombs in the vicinity of the adjacent 8 squares (sides and corners)

-a number will represent the number of bombs in the vicinity of the adjacent 8 squares (sides and corners)

-for every new game, everything will be randomly generated, and scoreboards will be reset

ARCHICTECTURUAL ASPECTS:

-all of the functions will be displayed on a frame

-near the top of the frame will be a panel holding the title

-right below will be the happy face icon, on a different panel

-in the left top corner will be the bomb scoreboard, in the right, the points scoreboard, each on a different panel

-dead in the centre of the frame will be the actual minesweeper game, on a different panel as well