**Planned Steps for Minesweeper (Revised)**

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| **Version** | **New incremental feature of each step** |
| 1.0 | Create necessary frames and panels |
| 1.1 | Find all icons for bombs, blank space, numbers, happy face, scoreboards, |
| 1.2 | Add happy face button |
| 1.3 | Add Grid |
| 1.4 | Add Scoreboard |
| 1.5 | Create randomized mines, add to unit squares on grid |
| 1.6 | Create function for unit squares, left clicking will system output whether there is a bomb or not |
| 1.7 | Create function for score, each unit square clicked without a bomb add one to the score counter |
| 1.8 | Create function for Happy Face, clicking on the happy face will reset the score |
| 1.9 | Add color, editing, structure for visual appeal |
| 2.0 | Final Report, Project due Tuesday, January 14 |