 msurmenok / **MineSweeper**

Branch: master ▾     **MineSweeper** / **User_Cases**                    Find file    Copy path

 **joymyhome** Update User_cases                              6e66a42 5 hours ago

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73 lines (30 sloc)    1.04 KB

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1     User cases
2
3     User case 1. Left-click mouse
4     1.Open the cell
5
6     Variations # 1
7     1.1.It's a mine – end game.
8     1.2.Timer stops.
9     1.3.Show the rest of the unclicked mines.
10    1.4.Show cross signs on the incorrectly flagged mines.
11
12    Variation # 2
13    2.1.It's a mine – end game.
14    2.2.Timer stops.
15    2.3.Only Show the rest of the unclicked mines.
16
17    Variation # 3
18    3.1 it's not a mine, and there is no mine around it, open the surrounding area.
19
20    Variation # 4
21    4.1 It's not a mine, and there are mines around it, show the number of adjacent mines
22
23    Variation # 5
24    5.1.Start from 4.1.
25    5.2.Number of the unclicked cell equals to the number of mines – user win.
26
27
28    User case 2. Right-click mouse on a flagged cell
29    1.Unflag the cell
30    2.Increase the numbers on mine counter
31
32
33    User case 3. Right-click mouse on a unflagged cell
34    1. Flag the cell
35    2. Decrease the numbers on mine counter
36
37    User case 4. New game button click
38    1.User initiates a new game
39    2.GameController set GameModel to restart the game.
40    3.Generate new field.
41    4.Refresh timer and mines counter.
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