

3815ICT – Software Engineering

Minesweeper

Milestone 1 – Project Risk

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The successful completion of the Minesweeper project will depend on the following factors:

- Delivered within approved timeframe
- Complete functionality
- Adequate Documentation

The successful completion of the Minesweeper project will not depend on budget as there is no budget allocated. The project specifications have not yet been provided for a second milestone and as such, various details and dates of project milestones are pending. The project will be broken into five phases:

1. Implementation of Standard Minesweeper Prototype
2. Implementation of Hex Minesweeper Prototype
3. Implementation of Colour Minesweeper Prototype
4. Complete Versions of all three prototypes
5. Integration of all three Minesweeper Games into a complete Application

The time frame for these phases are as follows:

MineSweeper Project Phases	
Phase	Completion Date
1 - Standard	Friday 02/08/19
2 - Hex	Friday 30/08/19
3 - Colour	Friday 20/09/19
4 - Complete	Friday 27/09/19
5 - Integration	Friday 04/10/19

The Initial Implementation of a standard version of Minesweeper will include various components which will be transferrable to subsequent versions of the game.

Components will be developed with this in mind. As there will be multiple variations of the same game and theme, components can be reused and altered in order to suit the requirements of that specific version. This will save time and aid in the development of correct functionality – fulfilling two requirements for a successful project. Finally, documentation will be generated parallel to the development of the application itself as various problems and solutions are encountered.