*3813ICT – Software Frameworks*

*Milestone 3 - Minesweeper*

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* 1. ***Design Principals***
  2. ***Design Process***

The first step in the design process for the Minesweeper implementation was prototyping. This involved created an initial version of the game to facilitate tests, development and functionality. Prototyping is a critical aspect of the design process and a working prototype was the first goal. Initially, Models were created based on conceptual designs for minesweeper, however, over the course of implementation, these models became unsatisfactory for functionality. The process became more of an agile approach in which pieces were modelled, built, tested and then integrated into the main project. This was a small scale implementation but the principals were essentially agile and a new overall model resulted from this.

* 1. ***System Models***
  2. ***Design Paradigm***
  3. ***Software Architecture***
  4. ***Software Programs***
  5. ***User Interface***
  6. ***Model-View Controller***
  7. ***Good Software Design***
  8. ***Design Documentation***