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# Unit 3 Hunt the Wombat Project Plan

# Submitted to: Mr. Fulk

# Project Manager: Michael Lee

Date: April 27, 2022 - Apr 29, 2022

Project Overview

Minesweeper game with GUI and 2D array with recursion

Project Team

Andrew Chang: Minesweeper class, Board class, algorithms, and board GUI

Michael Lee: Minesweeper class, Cell class, using a timer, and menu/timer GUI

{Describe the team members and the roles and responsibilities they will have.}

Challenges

Clickable 2D array GUI

{What do you foresee as potential problems that may affect your project?}

# Major Tasks and Schedule {Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

| Task | When | Responsible |
| --- | --- | --- |
| Minesweeper class | May 13th | both |
| Mine randomization algorithm | May 6th | Andrew |
| Blank space clearing algorithm | May 6th | Andrew |
| Revealing algorithm - recursion | May 9th | Andrew |
| Board class | May 10th | Andrew |
| change the size of the board | May 13th | both |
| timer & GUI for it - https://www.youtube.com/watch?v=uj8CZN0TBg8 | May 13th | Michael |
| cell class | May 6th | Michael |
| GUI - board | May 11th | Andrew |
| GUI - menu | May 11th | Michael |