Task	Assign To	Estimated (Hr)	Actual (hr)	Description
AI Hard	HN	2	4	Add 1-2-1 rule and guaranteed safe guess on top of AI medium logic
AI Easy	AP	1	1	Randomly uncover squares
AI Medium	EN, LD	4		randomly uncover until a safe cell is revealed (zero adjacent mines), then strategically uncover adjacent cells using revealed numbers
Interactive vs automatic mode	KR	2	1	Interactive: user and AI take turns; Automatic: AI solves grid itself. Needs UI additions and logic for AI turns. Dependencies: Easy, Medium, Hard AI functions
Extra feature	YH	1.5	3	Hint feature (using hard ai; max hint = 3)
Fixing bugs	KR	1	1	prevent clicking on flags and mine count before first click. Fix nonsensical logic issues. Allow for placing more flags than mines
Fixing Doc Errors	YH	1	1.5	- mine count input is wrong: min = 1 and max = 20% of grid cells - section 1 : random number of mines account for less than 20% of the grid squares (should be user determined and 10-20 mines) - formatting is sheeeet so I basically need to reformat the whole thing (:
Edit Architecture (optional)	Not Doing	N/A	N/A	As twisted as some of the logic is, it would be too large of a task to rework in so little time. Patches made to fix any glaring errors, bandaids more than extensive fixes.
Update Documentation	LD	1	6	Documentation for AI solvers, extra feature; Comments in code + prologues