

Minesweeper Project

User Story 1 — Minefield input

As a user

I wish to see an input field so that I can specify how many mines there are in my game.

Task Breakdown:

Tasks	Completed By
Edit html page to have input box	Janna
Handle input to adjust the mine count	Janna
Handle error if mine count is not between 10-20 mines	Janna

User Story 2 — Flag count

As a user

I wish to see Remaining mine/flag count so that I can see how many flags I have placed.

Task Breakdown:

Tasks	Completed By
Add a counter of many flags are available	Janna
Adjust counter whenever a flag is freed	Janna/Hunter

User Story 3 — Game over

As a user

I wish to see a game over screen after clicking unsafe cell so that I know when I've lost a game.

Task Breakdown:

Tasks	Completed By
Add game over screen overlay	Anya
Add a reset button to start game again	Anya

User Story 4 — Minefield generation

As a user

I wish to generate the minefield after my first click so that I can guarantee my first click is always safe.

Task Breakdown:

Tasks	Completed By
Minefield generation represented as a binary matrix	Marco
Receiving first click coordinates and passing it along to the matrix	Marco
Adding Safe perimeter around first click box	Marco
Visual representation of Minefield in the HTML and CSS	Addie

User Story 5 — Reveal cells

As a user

I wish to reveal if a cell is safe after I click it and expand to reveal the cell with nearest mines so that I can have an insight into where a mine might be.

Task Breakdown:

Tasks	Completed By
Create script to reveal all adjacent cells without mines when clicking	Elizabeth
Add counter to each revealed tile showing how many mines are near it	Elizabeth

User Story 6 — Flagging cells

As a user

I wish to set flags on cells that I believe to be mines so I can keep track of them.

Task Breakdown:

Tasks	Completed By
Create matrix to keep track of flagged cells	Hunter
Create script for flagging and unflagging cells	Hunter

User Story 7 — Minefield input

As a user

I wish to see a 10x10 game grid so I can play Minesweeper on it.

Task Breakdown:

Tasks	Completed By
Make html and CSS for mine grid	Addie

Make script for dynamic grow of grid	Addie
---	--------------

User Story 8 — Directory reorganization

As a developer

I wish to separate source from distribution files so we can better differentiate the development environment from the distribution environment.

Task Breakdown:

Tasks	Completed By
Reformat directory structure	Addie

User Story 9 — Mine reveal

As a User

I wish to see all mines exposed on the grid when I click on a mine so that I can see where all the mines are.

Task Breakdown:

Tasks	Completed By
Mine reveal script	Anya

User Story 10 — Grid labels

As a User

I wish to see columns labeled A-J and rows numbered 1-10 so I can read the grid locations more naturally.

Task Breakdown:

Tasks	Completed By
Create grid header html and CSS elements	Marco
Create algorithm for excel style column headers	Marco
Inset columns and row header dynamically	Marco

User Story 11 — Victory screen

As a User

I wish to see a victory screen when I uncover all the safe cells so I know I've beaten the game.

Task Breakdown:

Tasks	Completed By
Victory screen html and css element	Elizabeth
Victory screen script	Elizabeth

User Story 12 — UI polish

As a User

I wish to use an intuitive, complete-looking UI so I can understand the game functions better.

Task Breakdown:

Tasks	Completed By
Page styling	Addie
Element addition	Janna

User Story 13 — Flag click prevention

As a User

I wish to be prevented from clicking on cells I currently have flagged so I can avoid accidentally clicking on a flagged cell and losing.

Task Breakdown:

Tasks	Completed By
IsFlagged check and handler	Hunter

User Story 14 — Victory Restart

As a User

I wish to restart the game after seeing the Victory screen.

Task Breakdown:

Tasks	Completed By
Add reset button at Victory screen	Elizabeth

User Story 15 — Flags bug

As a User

I wish to only be able to flag uncovered/non-empty cells.

Task Breakdown:

Tasks	Completed By
Fix bug that allows to flag revealed cells	Hunter

User Story 16 — Playing status

As a User

I wish to see a playing status once the game has started.

Task Breakdown:

Tasks	Completed By
Add html elements for is playing display	Janna

Isplaing handler function	Janna
----------------------------------	--------------

User Story 17 — Testing

As a User

I wish this program to be tested.

Task Breakdown:

Tasks	Completed By
Test and report for bugs	Addie, Anya, Elizabeth, Hunter, Janna, Marco

User Story 18 — Estimate document

As a User

I wish to have system documentation with person-hours estimate.

Task Breakdown:

Tasks	Completed By
Create document and list all person hour estimates	Marco

User Story 19 —

As a User

I wish to have system documentation with actual-person hours.

Task Breakdown:

Tasks	Completed By
Report the actual person hours spent on each user story	Addie, Anya, Elizabeth, Hunter, Janna, Marco

User Story 20 —**As a User**

I wish to have the system architecture overview documentation to have a high-level description.

Task Breakdown:

Tasks	Completed By
Systema architecture document detailing our project at a high-level that covers, system components, data flow, and Key data structures	Janna

User Story 21 —**As a User**

I wish to have the system architecture overview documentation to have a diagram of system components, data flow, and key data structures.

Task Breakdown:

Tasks	Completed By
Creation of Diagram	Anya

User Story 22 —

As a User

I wish the program to have prologue comments on each file.

Task Breakdown:

Tasks	Completed By
Prologue comments	Elizabeth

User Story 23 —

As a User

I wish for the code to have comments for major code blocks and/or individual lines.

Task Breakdown:

Tasks	Completed By
Comments on major code blocks	Elizabeth

User Story 24 —

As a User

I wish to only be able to flag cells that have not been uncovered.

Task Breakdown:

Tasks	Completed By
Flag cells Bug Fixing	Hunter

User Story 25 —**As a User**

I wish to only be able to start a new game when the game has finished.

Task Breakdown:

Tasks	Completed By
Prevent users from clicking the start button while game is ongoing	Janna