Our group proposes to program a Minesweeper game.

These are the features that we had in mind:

* Fully functional game with basic GUI
* Displayed timer which stops when the game is won
* Display of the count of how many mines remaining
* Variable-sized fields and number of mines

We’re thinking that this is how we’re going to divide out the work:

Lanya:

Craig:

Connie:

This is our approximate projected schedule:

* By Wednesday morning:
  + Project proposal
  + 1-slide presentation to class
* By Thursday morning:
* By Friday morning:
* By Monday morning: