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: GUI – including buttons, timer, flag count, dialogs (selecting grid size / number of mines; won / lost dialogs)

Craig: Algorithm to determine what to expose when blank is clicked; check for win conditions

Connie: Algorithms to generate minefield

This is our approximate projected schedule:

* By Wednesday morning:
  + Project proposal
  + 1-slide presentation to class
* By Thursday morning:
  + Lanya: Static set-up. Everything is visible even if not working.
  + Craig: win conditions algorithm
  + Connie: Mines placed
* By Friday morning:
  + Lanya: Button clicks working
  + Craig: blank-clicked algorithm
  + Connie: Numbers calculated
* By Saturday morning:
  + Lanya: Everything else – timer works, flag count display works, dialog
  + Craig: help Lanya if nec.
  + Connie: help Lanya if nec.
* By Monday morning:
  + Ready to present, any unforeseen bugs/issues dealt with