**Team Awesome**

**C++ Programming Project Proposal**

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**Soulsweeper**

**(Console-based Minesweeper)**

*Connie Lu, Lanya Butler, and Craig Disselkoen*

These are the features that we have in mind:

-          Fully functional game using console I/O

-          Timer which displays the total time elapsed when the game finishes

-          Display of the count of how many mines remaining

-          Variable-sized minefields and number of mines

This is how we are going to divide up the work:

Lanya: Main function, timer, win conditions, command line input

           Craig: Cell class and its subclasses (mines and numbers)

Connie: Grid class

This is our approximate projected schedule:

-          By Wednesday morning:

- Project proposal

- Powerpoint slide

-          By Thursday morning:

- Dancing and fairies and rainbows

-          By Friday morning:

- Program able to play

-          By Saturday morning:

- Debugging!

-          By Monday morning:

- Ready to present, any unforeseen bugs/issues dealt with