SuperSweeper Project Charter

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Problem Statement: The game Minesweeper has challenging core gameplay, but does not have many of the features of popular games today. We believe that the addition of game mechanics such as power-ups and levels will substantially enhance the gameplay.

Project Objectives:
- Create a game similar to the original, classic Minesweeper game
- Add Power-Ups to the game to provide additional objectives and more exciting and dynamic gameplay
- Include a leveling system to provide a sense of progression and purpose
- Provide a score-system rather than a completion objective to allow for competitive and interpersonal competition

Stakeholders: Our team is comprised of the primary stakeholders for SuperSweeper. However, this game should be enjoyable to anyone, even if they've never played the original game.

Project Deliverables: The final project will be comprised of a single runnable .jar file. The java application will spawn a game of SuperSweeper and allow for hours of fun, action packed adventure as the player struggles through a variety of fun enhancements on the original classic.