SuperSweeper Project Backlog
8/25/13
Team #8:
Offir Golan
Adam Rea
Austin Drefke
Chris Wendt

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.

Background Information: The game Minesweeper and its game logic has been around since the 1960's but there never has been much improvements to the system. This is where SuperSweeper comes in. Our goal is to take Minesweeper and give it a modern twist to take it from a dull system-included game to a fun and addicting one!

Environment: This game will be written in Java in application form and will be available for Desktop use.

Backlog ID	Functional Requirements	Hours
1	As a User, I will be able to launch the SuperSweeper Application	**2**
2	As a User, I will be able to quit the SuperSweeper Application	**1**
3	As a User, I will be able to select a level	**4**
4	As a User, I will be able to start a game	**4**
5	As a User, I will be able to interact with the game screen	**4**
6	As a User, I will be able to receive in-game score (money) for my play	**6**
7	As a User, I will be able to purchase upgrades/power-ups with in-game money	**5**
8	As a User, I will be able to activate power-ups	**7**
9	As a User, I will be able to quit a level at any time	**1**
10	As a User, I will be able to view some sort of highscore board	**4**
11	As a User, I will be able to continue my progress from previous play	**7**

Total:	49

Non-Functional Requirements:
- Code Maintainability
- Ability to add additional power-ups and levels at a later date
- Responsive user interface and gameplay
- Game Robustness (must not crash/lag)