

Documentation on how to run your project

The deliverable product for our group is an executable jar file. It requires at least java6 JVM to be installed on the host computer in order to run appropriately. The product is strongly based on the traditional game minesweeper. The first screen the user sees when starting the application in the level select screen.

Level Select Screen:

- Left-Click a level to play it [66]
- Right-Clicking anywhere should have no response [6,7,90,91]
- Levels can only be played if the level before them has been successfully completed. [1]
- Left-Clicking a level (that can be played) should bring up that level and remove the level selection screen.

Game Screen:

- Should initiate to a screen with:
 - 1 Label displayed number of flags placed (initially 0) [52]
 - A timer displaying how much time remains for a completed level (should begin countdown on first click) [75]
 - The Game Grid itself, should be a rectangular set of unpressed buttons
 - 3 powerup buttons at the bottom (+1) (_) (^) [26,79]
- Left-Clicking on the flag label or timer should do nothing [80,92]
- Right-Clicking on the flag label or timer should do nothing [81,93]
- Left-Clicking an unpressed grid unit should expose the unit as a bomb, or a number. [12,95]
- When an unpressed unit is exposed, it should display the number of mines amongst its 8 neighbor units.
- Right-Clicking an un-pressed grid unit should plant a flag on that unit, and increment flag counter at top. [20,96]
- Left-Clicking a flagged unit should do nothing. [9,99]
- Right-Clicking a flagged unit should remove the flag, and decrement flag counter at top [8]
- Left-Clicking an exposed unit should do nothing. [23,84,85,94,98]
- Right-Clicking an exposed unit should do nothing. [34,82,83,97,100]
- Left-Clicking the (+1) power-up button should check if the player has enough score points available, and if he does then
 - Protect his next click from causing a game over. If he clicks a bomb after clicking the +1, it just flags the bomb.

- This should also decrement his score by the value of the powerup [17,18,19,86,87,88]
- Left-Clicking the (_) power-up button should empower the player's next click to automatically flag all mines within a 9 grid square around the user's pointer. This should decrement the user's score by the value of the power-up
- Left-Clicking the (^) power-up button should empower the player's next click to automatically flag all mines, and expose all numbers within a 9 grid square around the user's pointer. This should decrement the user's score by the value of the power-up [74]
- Right-Clicking any of the power-up buttons should do nothing [27,32,33]
- Right-Clicking with a power-up enabled should act normally

MenuBar:

- There should be an Options element with subelements:
 - Level Select, Restart Level, Help, and Exit [29]
- There should be a Score element that keeps track of a user's current score during gameplay, and cannot otherwise be interacted with. Initialized to 0. [30,43,80]
- Level Select will redirect user to Level Selection screen, quitting any current games if they're in progress [49,67,76]
- Restart Level will literally restart whatever level they are currently playing, reshuffling the mines [50,59,60,62,64]
- Help will display a text box about some general information [10, 11]
- Exit will close the application [40]

GameLogic:

- Left-Clicking a bomb should end the game with failure. [22]
- Running out of time should end the game with failure. [22,25,77,78]
- Successfully exposing all non-minefields should end the game with success and unlock the next level. [21]
- The timer should be decremented at a natural rate [15,16]
- There is no limit to the number of flags one can plant
- Flagging a non-mine still restricts the user from exposing it, even though its not a mine

Defect	Defect	Output before seed	Output after	Suggested Correction	White	Severity	Commit
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#			seed		or Black		#
1	All levels can be accessed regardless of user's progress	User could only access currLevel +1	User can access any level	Add logic to read user's current progress to detect which level the user can play	B	2	a71fdb465 82f9abbba a5766eb4 aa892972 0494a9
2	Timer does not reset after restarting level	Timer resets after restarting a level	Timer does not reset after restarting a level	Call resetTimer when clicking restart level	B	2	3af96a239 663ef400f c8b48f9ac 65f541a94 8500
3	Minefield flickers on drag	Minefield does not flicker on drag	Minefield flickers on drag	On mouseDragged, make sure to only call repaint once	B	3	-
4	Minefield flickers on click	Minefield does not flicker on click	Minefield flickers on click	On mousePressed, make sure to only call repaint once	B	3	-
5	Minefield flickers on release	Minefield does not flicker on release	Minefield flickers on release	On mouseReleased, make sure to only call repaint once	B	3	-
6	Right click level select should have no effect	Right click level select has no effect	Right click level select replaces image with "normal" grid unit	Predicate the setting of an image with which mouse button is being pressed	B	3	f4379f086 a8e1ba0f2 4998c43ac 7c463139 4e4a0
7	Right click release level select should have no effect	Right click level select has no effect	Right click release performs the level select action	Predicate the level select action with which mouse button is being pressed	B	3	2609d910f 86def5166 8ccb3fc4b 08afd4f58 7fb7

8	Right click flag increments score unnecessarily	Right clicking should only remove flag	Right click on flag increments the score	Remove the increment counter code that is incorrectly placed in right-clicking-flag logic	B	3	8fb315b3b0c809a6a3143641e378510fc2ffb416
9	Left click on flagged unit shows the number	Left-clicking flagged units should do nothing	left clicking on flag ignores the flag and exposes the unit anyway	Add logical check to see if a unit is flagged before exposing it	B	2	b1b1a84bcf31c2db98765c7722fdb93fd23a9af9
10	Click on help opens multiple dialogs	The help menuitem should bring up a single dialog	The Help menuitem opens multiple dialogs	Remove the duplicate logic that caused multiple dialogs to appear	B	3	7107e6b420c695cdc fba5bfb01d3dfc32f96c32d
11	Help dialog prints the same thing twice	Help dialog contains text describing the game	The Help dialog is prints description of the game twice	Add a immutable string to the help dialogs content field and print it once	B	3	4ba6b0b4b5ff1f3578aa68c4c2184d6396c99778
12	Exposing area exposes flagged units	Flagged units are uncheckable, even if they're empty	Flagged units get unchecked by expanding of empty units	Check to see if a unit is flagged before expanding onto it and exposing it	B	2	df3ee2acf000164d56195db15ad3c612c43e1c18
13	Highscore saved even when user loses	Highscores are only saved when the game is completed successfully	Highscores get saved on gameEnd, even if it was a loss	Move the save-highscore logic from onGameEnd to onGameVictory	W	2	41179ff4789437a96fd349ce0950eee22ba241d7
14	Grid unit stays pressed when mouse drags off	Grid units should unpress when the cursor leaves the grid	Grid units stay pressed if the mouse is dragged out of	Implement MouseDrag Listener to unclick previous units when the cursor strays out of	B	2	c99d9ba95a000edce61bc9bc91abaf80ee4a654f

			the grid	bounds of it			
15	Timer counts down by 2	Timer counts down by 1 per interval	Timer counts down 2 per interval	Change the decrement function from -2 to -1	B	1	776ccdc4b eca18c5ad 76410d48 b5194685 ccd306
16	Timer counts down at double speed	Timer should count down one second at a time	Timer counts down at half the interval	Change the time interval to be one per second, not a shorter interval	B	1	20a6ae5c 344a154e da574775 1702a910 44b7c706
17	Using metal detector does not cost points	Metal detector should deduct 150 points from overall score	Metal detector deducts 0 points from overall score	Initialize the powerup with 150 points	B	3	a37e3658 4ffb360dff 78520c44f fb1fbbd27f 8a1
18	Using missile does not cost points	Missile should deduct 200 points from overall score	Missile deducts 0 points from overall score	Initialize the powerup with 200 points	B	3	c5195cbef 1d9fb51d8 d197aa91 15a26cb6 d155cb
19	Using extra life does not cost points	Extra life detector should deduct 100 points from overall score	Extra life deducts 0 points from overall score	Initialize the powerup with 100 points	B	3	91e3b589 a6f40f1bf0 83192536 b73b966ff 7895a
20	Flagging increments flag counter by 2	Every time a flag is placed, the flag count should be incremented by one	Placing a flag increments the counter by 2	Make sure one flag counts towards one tally on the count	B	3	821621f36 b4abeb6c afcacd0c7 6dc3ac428 a3843
21	Winning does not display end game screen	A dialog should appear informing that the game is over & the user has won	No dialog appears at end of game, it appears that the game	Add some sort of dialog at the end of game, regardless of win or loss so the user is aware it is	B	1	75068e1e e1b9c256 53871199 4d25d09c bc1912a7

			has just frozen	over.			
22	Losing does not display end game screen	A dialog should appear informing that the game is over & the user has lost	No dialog appears at end of game, it appears that the game has just frozen	Add some sort of dialog at the end of game, regardless of win or loss so the user is aware it is over.	B	1	276469a9f7bdf0826466a5f143400db1e5676988
23	Left click exposed unit replaces image with "normal" grid unit	Left-clicking exposed units does nothing	Left-clicking exposed units turns the unit back to unpressed	Don't change the bitmap of gridunits after they have been exposed under any condition	B	3	398a593365295352e0db96ef7231ed5f801ba4f0
24	Initial flag count nonzero	When there is a new game flag count should start at 0	Flag count does not start at 0	For every new game, initialize flag count to 0.	B	3	61e28dce824f3210ba9c94895763920e4e4b6309
25	Game does not end when timer is up	A "Game Over" message should appear and game panel should be disabled	"Game Over" message does not appear. Game is still playable	Check if the timer < 0, if it is call endGame()	B	2	-
26	Only two powerups are shown on level 1	All three powerups should be displayed for every level	Only two of the powerups are displayed for level 1	Change level definition so there is enough width to display all powerups	B	1	95bab9145dcfd25fc3c591ecb6a5900094a5ace5

27	Right click extra life does give extra life	Right clicking a power up should not activate the power up	Right clicking a power up activates the powerup	Add a condition that checks if the mouse click event is the Left Mouse button	B	2	199315586e3570d1a76581a555e10ebad3a9ff09
28	First click can be a mine	The first click should never result in an automatic loss	The first click has the potential to be a mine	Add logic to reshuffle mines if the first click is on a mine	B	1	faa25158fd759feaaaad1ea6ce77ddc2f6149091
29	Extra unnecessary menu items	The Option menu should only contain 4 elements	The option menu now contains extra items that do nothing	Remove the unnecessary manu elements	B	3	f988d16facc93ab07191da030fd9e98b85953245
30	Score can be negative	Score should always be greater than zero	Score can go in the negatives	Add a check if the score will be less than zero before removing points	W	2	dc0018d02e881dad4df3f8ca5c8e2e79ea8eac56
31	Checking empty grid unit gives points	Uncovering empty grid units should not add points to score	Uncovering empty grid units adds points to score	Check if the pressed unit is empty, if it is, do not add any points	W	2	f132ee350d373b50759e617651be363110821f8a
32	Right click missile does give extra	Right clicking a power up should not	Right clicking a power up	Add a condition that checks if the mouse	B	3	199315586e3570

	life	activate the power up	activates the powerup	click event is the Left Mouse button			d1a76581a555e10ebad3a9ff09
33	Right click metal detector does give extra life	Right clicking a power up should not activate the power up	Right clicking a power up activates the powerup	Add a condition that checks if the mouse click event is the Left Mouse button	B	3	199315586e3570d1a76581a555e10ebad3a9ff09
34	Left click flag label opens a dialog box	Left click flag label should not open a dialog box	Left click flag label opens a dialog box	Remove line of code which opens a dialog in GamePanel	B	3	7910841c92d7b5e006c64eb9bf00c1d870708ae3
35	The Frame icon is just the default java icon	The Frame icon should be related to the game	The Frame icon is just default java icon	Explicitly define the Frame's icon to be a mine from the game	B	3	cad07a5c00d5f8fcd11fd0386295bdd6b33e1f9
36	The Frame's title just says GameFrame	The main Frame's title should say SuperSweeper	The main Frame's title just says GameFrame	Explicitly define the Frame's title to say SuperSweeper	B	3	fda62065d2a15edfb1df0cf9a6c5fbafa7c770a7
37	The executable	The executable	The executable	Remove the duplicate	B	1	868f61a6

	jar spawns two application windows	should only spawn a single application window	spawns more than one application window	logic in the main() functino that creates multiple frames			ca784e92896f0ccf611acb6f779cdf1a
38	Not the entire gridPanel is drawn due to lack of space	The entire grid should be visiable at any given time during gameplay	Some of the grid is cut off because there is not enough room	Make sure the defineMinSize() definitions for the subpanels are large enough to give everything room to be displayed	B	2	f302327ffdf02471a937c8f412f979269cf39723
39	There is empty space along one side of the GamePanel	The GamePanel should be centered in the frame	The frame is larger than necessary and exposes empty space	Make sure the gamePanel's preferred width is the right size	B	3	f302327ffdf02471a937c8f412f979269cf39723
40	Options → Exit menu item does not exit the application	Exit menu item should terminate the application	Exit menu item just shrinks the screen	Implement exit logic when the exit menu item is pressed	B	1	e944bdbd28a19666481cb6bcbe888916ee8f0784
41	The timer label is drawn incorrectly	The timer label has no extra 0s in it	The timer label has preceding extra 0s	Ensure the timer is formatted to now show extra 0s	B	2	995196c920933a4c09937b170bfa6d724687729b

42	The default [X] button on the JFrame does not exit the application	When the user presses the [X] the application should terminate	Application does not terminate when the user presses [X]	Change the ON_CLOSE operation of the Game Frame	B	1	1cb237c 4822672 1731d51 765b77e 6225e19f 01c5
43	The score label of the menu bar is spelled scare	Score should be spelled correctly	Score is spelled scare, which is incorrect	Change the string scare to score	B	3	9127bee 18d5a17f 6735a32 8026888 09273e4 afb3
44	Encapsulation of GamePanel is not maintained	Variables should not be visible directly from other classes	Variables are publicly accessible, so may be improperly manipulated	Change variable scope to private, and if they're needed elsewhere implement getters and setters	W	2	8f5131c1 3572907 9db56f08 8dce302 30b7895 ec2
45	Encapsulation of LevelSelectionPanel is not maintained	Variables should not be visible directly from other classes	Variables are publicly accessible, so may be improperly manipulated	Change variable scope to private, and if they're needed elsewhere implement getters and setters	W	2	bb8da5bf 494b946 3b9136f2 58a4711 505de84f 05
46	Encapsulation of GameState is not maintained	Variables should not be visible directly from other classes	Variables are publicly accessible, so may be improperly manipulated	Change variable scope to private, and if they're needed elsewhere implement getters and setters	W	2	a8deff29 16431af2 2504b66 ed99ecdf 0578456 82

47	Encapsulation of GridPanel is not maintained	Variables should not be visible directly from other classes	Variables are publicly accessible, so may be improperly manipulated	Change variable scope to private, and if they're needed elsewhere implement getters and setters	W	2	23ab51a99822ed38b4a4f232593566a9aa9e0d12
48	Utility class should not be instantiable or inheritable	Utility class is final and cannot be instantiated	The Utility class could be instantiated	Make the class final, and create a private constructor	W	3	-
49	The Options → Level Select menu item resets the level	The Options → Level Select menu item takes the user back to the level select screen	The Options → Level Select menu item resets the level	Implement the menu item's action listener to change the screen to the level selection panel	B	1	9ece19a a77c321 158c016 bad9e4af 67c1527 b760
50	The Options → Restart Level menu item takes the user back to the level select screen	The Options → Restart Level menu item should restart the current level	The Options → Restart Level menu item takes the user back to the level select screen	Implement the menu item's action listener to reset the level to its original state	B	2	9ece19a a77c321 158c016 bad9e4af 67c1527 b760
51	Dragging a GridUnit on level select changes its state to flagged.	Dragging a GridUnit on level select should do nothing	Dragging a GridUnit on level select changes its state to flagged.	Override dragging action listener to do nothing.	B	2	bf0f3dbc7 2792cfd1b a164f6267 411d1c57 529d4
52	Game initializes with game units	Game should start with all units in their	Game starts with some of the units	When creating the initial game, populate the	B	2	1571b50 c447f6eb

	already flagged	“normal” state	already flagged	game with only mines and “normal” grid unit bitmaps			44a3a61 1e1cc68 9da9da2 850b
53	Many classes contain unused imports	All imports are utilized somewhere in the code	Some imports are not used anywhere in the code, and are therefore unnecessary	Remove unused imports	W	3	-
54	Bonus level time is negative	Time is always non-negative in the level properties file	Time for the bonus level appears negative	Change the level definition for the bonus level to be positive	W	1	7c8058b 233fe4b0 c5c03b4 632f2848 9bf7099f 6f
55	Bonus level time is not an integer	Time should always be an integer in the level properties file	Time for the bonus level is defined as a float	Change the level definition for the bonus level to be a positive integer	W	1	7c8058b 233fe4b0 c5c03b4 632f2848 9bf7099f 6f
56	Bonus level number of mines is greater than the number of units	There should always be less mines than available grid units in the level properties file	There are more mines than spaces, so the user can't win (infinite loop)	Change the level definition for the bonus level to have fewer mines than grid units	W	1	7c8058b 233fe4b0 c5c03b4 632f2848 9bf7099f 6f
57	Bonus level grid	There grid height	The grid-height is	Change the bonus level	W	1	7c8058b

	height is not an integer	should always be a positive integer in the level properties file	not an integer so the level can't load	properties file to have an integer value grid height			233fe4b0 c5c03b4 632f2848 9bf7099f 6f
58	Bonus level grid width is not an integer	There grid width should always be a positive integer in the level properties file	The grid width is not an integer so the level can't load	Change the bonus level properties file to have an integer value grid width	W	1	7c8058b 233fe4b0 c5c03b4 632f2848 9bf7099f 6f
59	Clicking Reset Level does not reshuffle the mines	Reset level function should shuffle around the mines so they are not always at the same spot	Pressing Reset Level does initiate shuffling of mines	Use a random mine generator to generate the mines in different locations	B	2	6ceb2be 024aa04 7814c3c 90b8276 414c7ccf b40e
60	Clicking Reset Level does not remove flags	Reset Level should reset all units to "normal" state	Reset level changes all units to "normal" state except flagged units	Reset all units to "normal" state disregarding their current state	B	2	4de9ff30 7c93241 1dc2761 5a348ef9 2cf2d068 7e
61	Winning a game does not give bonus points	Each level should have a bonus point associated with it in the level properties file, that the user receives for success	The user does not receive the bonus points from winning	Add the level's bonus score to the user's score if he completes the level	B	2	4170692 150a7e6 0b6251e b073b81 e3c67d3 ae0cc

62	Clicking Reset Level does not reset the score	Reseting the level should set the score back to 0	Resetting the level does not change the score from what it was	Add the logic to reset call to also change the score back to 0	B	2	-
63	Right clicking on powerup displays empty dialog box	Right clicking on a powerup should not do anything	Right clicking on a powerup display an empty dialog box	Remove mouselistener from powerup buttons	B	2	1993155 86e3570 d1a7658 1a555e1 0ebad3a 9ff09
64	Clicking ResetLevel changes the object's states, but not their images	Restarting a level changes all the images back to unpressed	Restarting a level changes what the units states are, but all their images are mines	Reset the image to unpressed, not mines if the level is restarted	B & W	1	314d4c6 1f30c24e 9f13ea5d b76ceb4 8fb91580 2a
65	There is an unused class Called Sprite, that is never implemented	Unused Classes should be removed	There is an unused Class	Remove the unnecessary class definition	W	3	862a3f7b a10bcffe 3fd8737f e792b86 c88ce06 54
66	Clicking a level on level select actually starts the next level	Clicking level x started level x	clicking level x started level x+1	Remove the faulty preincrement logic when selecting a level	W	1	a2b1806 5b9b752 44692d6 8f35d5ed 231adb7 7ea3
67	Exiting a game to	Score label is always	Score label is	Change the faulty	B	3	8ac6cbb

	level select sets the score menu item to a non-zero value	set to zero when not in game	some random number when not in game	number back from 481516234 to 0			1d29590 e1d4b52 3de04e7 72db5fe2 9113
68	There exists unused images in the package	Only images that are necessary are shipped to the client to preserve space	There exists unused resources in the jar that make the package unnecessarily larger	Remove unused Images	W	3	78027aa 1e139f74 9520b84 539905b 70a0dcc 14b2
69	There exists outdated powerup definitions and logic	Only current code should be in the deliverable	There exists old/outdated code poluting the powerup class	Remove unused/outdated code from powerup class	W	3	99eae84 b680511 65e7619 848f7ac9 dfd40390 97c
70	There exists unused level definitions	Only implemented level definitions should be included in the deliverable	There exists level definitions that had been used for debugging purposes in the deliverable	Removed the unused debugging level definitions	W	3	355b23e 01f513ba 14ed8e4 18b8066 1d2e8cb ba42
71	There are unused label definitions in GameFrame	GameFrame should only contain labels that are used within the deliverable	GameFrame contains unused labels that cause clutter in the class	Remove unused label definitions and logic	W	3	1e4c776 3fe80d3f d34301b 2ebd11fa 728da46 c73

72	There exists unused GridUnit state variables	GridUnit should only contain state variables that are used within the deliverable	GridUnit contains variables that are no longer being used or accessed	Remove unused state variables from GridUnit class	W	3	88468ea92ea6147ea48cb63ab43397fec42d786e
73	GridUnit has getters for global variables (redundant)	Since all of the variables within GridUnit are public, getters are redundant	GridUnit contains redundant code	Remove getters from GridUnit class	W	3	a0680d5c46d55e00696425be89935652db44ce19
74	Missile powerup initially set to true. Game starts with a powerup	When the game starts, all powerups should be set to false and are only obtained with points	Game starts with the Missile powerup as active	Set all powerups to false initially	B	2	909a15cb2ca93480d5a7058914e60f2c376e28e8
75	Timer does not start on first click	Timer should only start counting down when the user first clicks	Timer starts when the level has loaded	Implement logic to stall the timer until first click	B	1	6902202675784bd687302cbf9e0a1af80ca1d142
76	Pressing Options → Level Select does not remove the current game from the game	Pressing on Level Select should switch the user to a new screen	Pressing Level Select appends the Level Select panel to the right of the screen	Kill the current panel and open the Level Selection Panel	B	2	30e241e09037e60e033be3875f49cbf00ba374ad

77	When time runs up, the timer label displays strange text	Timer should just display 00:00 when time runs out	Timer displays strange character when time runs out	Change the timeLabel.setText("asfl;jk asdf"); to timeLabel.setText("0:00") ;	B	2	824ba23 59de07e c7d3b11 ec34fb97 08ab4bc ea13
78	Timer is not stopped, even if game is over	Timer should stop counting down when the game ends	The timer keeps counting down, even if a mine is pressed	Stop the timer counting down if hte game has finished	B	1	824ba23 59de07e c7d3b11 ec34fb97 08ab4bc ea13
79	There is an extra powerup button that does nothing	There should only be three powerup buttons	Theres a fourth button that says help, that does nothing	Remove the extra button definitions	B	2	50ebe81 ebfc886e 79a1266 05de6e8 db0a6d1f e50
80	Left releasing the score resets the score to zero	Left releasing the score label should do nothing	Left releasing on the score label resets the user's score to zero	Remove actionlistener from label	B	2	e5e9320b 21bdde7fb 82a60286 7aaf4766b 7153b8
81	Pressing on flag label resets the flag count to zero	Pressing the flag label should do nothing	Pressing on the flag label resets the user's score to zero	Remove actionlistener from label	B	2	58d05c7 d07d735 01e4f586 a02535c bc4a941 aed1
82	Mouse click event	Mouse click event on	Mouse click	Remove logic which	W	2	39c56e76f e65f0f889

	on score label resets it to 0	score label should do nothing	event on score label resets it to 0	resets the score in GamePanel			3a25e8bc 0a94c339 245733
83	Right click release an empty grid unit in the game panel increments the score	Right click release an empty grid unit should do nothing	Right click release an empty grid unit adds 1 to the score	Add logic in GameState to check that if the unit is exposed do nothing	B	2	978dd205 8eee9c44c cd7efca8f 45024114 19374a
84	Left pressing the score resets the score to zero	Left pressing the score label should do nothing	Left pressing on the score label resets the user's score to zero	Remove actionlistener from label	B	2	09dbd95 76e8de2 0450149 8dddef96 f77a8484 a32
85	Right pressing the score resets the score to zero	Right pressing the score label should do nothing	Right pressing on the score label resets the user's score to zero	Remove actionlistener from label			e5e9320b 21bdde7fb 82a60286 7aaf4766b 7153b8
86	Missile power up opens help dialog on click	Missile powerup should enable the corresponding powerup without a popup dialog	Popup help dialog appears on powerup click	Remove call to help dialog on press of powerup	B	3	4a04b0e7 02d40e7b d4d78eed 9917e436 a04bdb86
87	Mine detector opens up help dialog on click	Mine detector powerup should enable the corresponding powerup without a popup dialog	Popup help dialog appears on powerup click	Remove call to help dialog on press of powerup	B	3	4a04b0e7 02d40e7b d4d78eed 9917e436 a04bdb86

88	Extra Life opens up help dialog on click	Extra life powerup should enable the corresponding powerup without a popup dialog	Popup help dialog appears on powerup click	Remove call to help dialog on press of powerup	B	3	4a04b0e702d40e7bd4d78eed9917e436a04bdb86
89	Application is positioned off-center	GameFrame should be positioned in the center of the screen	GameFrame is positioned off-center	Remove the +20 on positioning the GameFrame	B	2	cd7917451465d8293b96a19462ce0e8a9e14a109
90	Right mouse click release on timer label resets timer to 2:00	Releasing the right mouse button on the timer label should do anything	Releasing the right mouse button on the timer label resets the time to 2:00	Remove logic to reset timer in GamePanel mouse listener	B	2	3c000cffab65f5dabf2d98713dacfb0a746e8b87
91	Left mouse click release on timer label resets timer to 2:00	Releasing the left mouse button on the timer label should do anything	Releasing the left mouse button on the timer label resets the time to 2:00	Remove logic to reset timer in GamePanel mouse listener	B	2	3c000cffab65f5dabf2d98713dacfb0a746e8b87
92	Left mouse click on timer label resets timer to 2:00	Clicking on the timer label should do anything	Clicking on the timer label resets the time to 2:00	Remove logic to reset timer in GamePanel mouse listener	B	2	72faed9a939914c7741f6fd19433de6073ba261a
93	Right mouse click on timer label resets timer to 2:00	Right clicking on the timer label should do anything	Right clicking on the timer label resets the time to 2:00	Remove logic to reset timer in GamePanel mouse listener	B	2	72faed9a939914c7741f6fd19433de6073ba261a
94	On left mouse button release	On left mouse button release action on a	On left mouse button release	Remove adding points logic from grid unit if it	B	2	520eb8528090e9b95f2aff4fcef

	action on a numbered grid unit in the game panel increments the score	numbered grid unit in the game panel should not do anything since it has already been exposed	action on a numbered grid unit in the game panel adds points to the score	has already been revealed			df9563861fb7f
95	Left release score label resets score to 0	Left release score label should do nothing	Left release score label resets score to 0	Remove actionlistener from score label in GamePanel	W	2	09dbd9576e8de204501498dddef96f77a8484a32
96	Right mouse click on unchecked GridUnit resets timer to 2:00	Right clicking on an unchecked grid unit should only flag the GridUnit	Right mouse click on unchecked GridUnit resets timer to 2:00	Remove logic to set time to 2:00 in GameState	B	2	3d8be5ec92979df637874d8481658e34a309dc58
97	Right mouse button press a numbered grid unit in the game panel increments the score	On right mouse button press action on a numbered grid unit in the game panel should not do anything since it has already been exposed	On right mouse button press action on a numbered grid unit in the game panel adds points to the score	Remove adding points logic from grid unit if it has already been revealed	B	2	8fb315b3b0c809a6a3143641e378510fc2ffb416
98	Left clicking on an exposed grid unit increments the timer	Left clicking on an exposed GridUnit should not do anything	Left clicking on an exposed grid unit increments the timer by 30 seconds	Remove incrementation of timer logic from actionlisteners implementation	B	2	f31a1cdc9781b3dca2d78bb1c2508c798fc9c1d5

99	Left mouse button press a flagged grid unit in the game panel increments the timer	On left mouse button press action on a flagged grid unit in the game panel should do nothing	On left mouse button press action on a flagged grid unit in the game panel increments the timer	Remove incrementing the timer logic from clicking on a flagged GridUnit	B	2	667a0a4de37f2f847b20a42119105f9668f82b62
100	Right clicking on an exposed grid unit increments the timer	Right clicking on an exposed GridUnit should not do anything	Right clicking on an exposed grid unit increments the timer by 30 seconds	Remove incrementation of timer logic from actionlisteners implementation	B	2	f6246769892c37fc5fefaea3f621532fd0f45f8b