

Template here!

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# Minesweeper Project (assign tasks to users)

## Task Breakdown:

Tasks	Completed By
Create the start page with user specified number of bombs	Colin Treanor
Create game page with grid	Colin Treanor
Create end page	Colin Treanor
Allow the flood fill to reveal the correct tiles after a click	Hannah
Randomly place bombs after the first click	Hannah
Algorithm to decide if a user has won or lost the branch	Hannah
Creation of the software architecture documentation and diagrams included in that	Hannah
Creation of the readme/how to start	Dustin
ensure tile buttons works and reflect user actions	Dustin

Created all tile images	Ryland
Header Creation	Jacob
Timer & Buoy Counter	Jacob
Now playing indicator	Jacob
Create framework for grid and cells	Riley
Detect how many bombs are adjacent to a square	Riley
Interact with the grid through different types of clicks	Riley

### **User Story 1**

As a user I want to see a start screen before the game starts and be able to choose the number of bombs in the game

### **User Story 2**

As a user when I play the game, I want to see the game board and see the labeled columns and rows

### **User Story 3**

As a user I want to see an end screen that either tells me that I won or lost

### **User Story 4**

As a user, I want to know if my mouse click is valid or invalid within the appropriate square.

### **User Story 5**

As a user, I want the revealed tiles to expand out in several directions so that I can identify more bombs.

### **User story 6**

As a user, I want the bombs to be placed randomly so that I can play a slightly different game every time, but I don't want my first click to be a bomb because that doesn't feel fair.

### **User story 7:**

As a user, I want to be able to run this program without incurring any errors or crashes during gameplay

### **User story 8**

As a user, I want the game to declare if I have won or lost the game at the correct times, that line up with my game play.

### **User story 9**

As a user, I want a nautical themed header with visuals, so the game feels polished.

### **User story 10**

As a user, I want to see how long I have been playing and how many flags (buoys) I have left.

### **User story 11**

As a user, I want a "NOW PLAYING" indicator during gameplay to make clear when the game is active.

### **User story 12**

As a user, I want to be able to interact with a grid that remembers it's state

### **User story 13**

As a user, I want to know how many mines are touching each square that has been revealed

### **User story 14**

As a user, I want an intuitive interface where I reveal a tile by left clicking, and flag it by right clicking.

