Links:

User Stories and Task Division documentation Template: <https://docs.google.com/document/d/1hSBCCqygbLink_lQrr8rBYbfAskKCYZmFcxNLoWkwgc/edit?tab=t.0#heading=h.2muxkmv23z4>

Github: <https://github.com/skfranz/EECS581_Team_14_Project_1>

**User Story:**

Game Setup:

* Select from 10-20 mines to be in the minefield
* Start Game

Initial Minefield Generation:

* Minefield is 10x10 Grid with columns labeled A–J; rows numbered 1–10
  + (DEV: each space has its own id and value)
* The first space the user clicks should be mine-free (then minefield generates)
* Minefield has mine spaces, and other spaces should have a value/number based on how many mines are adjacent to the square

Gameplay/User Interaction:

* When clicking on a tile, it is uncovered to reveal an empty square or a mine
  + If mine is clicked, end game
  + If tile has no mine, tile will display number of adjacent mines
  + Cells with zero adjacent mines trigger recursive uncovering of adjacent cells with zero adjacent mines
* When right clicking, the tile will be flagged
  + Flagged cells cannot be uncovered until unflagged

Player Interface:

* Show remaining mine count (total mines minus flags)
* Display remaining flag count (total mines minus placed flags)
* Provide a status indicator (e.g., “Playing,” “Game Over: Loss,” “Victory”)

Win/Lose Conditions:

* Lose if the user clicks a mine
  + Display all mines that were on minefield
* Win if the user clicks all blank spots
* Start New Game

**Meeting 2 (09/02) Notes:**

**Skylar Franz:**

Completed:

* Created Github Repository (30 min)

Assigned:

* Mine and number value generation for minefield

**Daniel Butler:**  
  
Completed:

* Created 10x10 grid html/css/js file

Assigned:

* Creating the “New Game” button
* Adding element IDs to the grid buttons
* Event listener for “New Game” button

**Beckett Malinowski**

Completed:

* Reviewed Git and Javascript

Assigned:

* Implement Right click
* Style for revealed square
* Event listener

**Charley Findling:**

Completed:

* Review github and JavaScript

Assigned:

* Add left click functionality: Place a number on the button showing number of nearby mines
* Make sure you can’t left click a flagged tile
* Add event listeners to the buttons during creation for left click

**Jack Gerety:** Absent

Completed: **Excused Absence**

Assigned:

* Input field for number of mines

**Meeting 3 (09/9) Notes:**

**Skylar Franz:**

Completed:

* Created Github Repository (10 min.)
* Mine and number value generation for minefield (1h30min)
* Show mine number on reveal (10min)

Assigned:

* Fix mine number generation

**Daniel Butler:**  
  
Completed:

* Creating the “New Game” button
* Adding element IDs to the grid buttons
* Event listener for “New Game” button

Assigned:

* Fix clicking a button prior to starting game bricking the game
* Grid generation fixes

**Beckett Malinowski**

Completed:

* Implemented flagging system
* Fixed some minor bugs

Assigned:

* Map input field
* Add flag count

**Charley Findling:**

Completed (2 hours worked):

* Add left click functionality: Place a placeholder :) on the button after it is successfully clicked
* Make sure you can’t left click a flagged tile
* Add event listeners to the buttons during creation for left click

Assigned:

* Reveal all mines when the game is over and freeze the board state
* Prompt the user to start a new game after game over

**Jack Gerety:**

Completed: **Input field for number of mines**

Assigned:

* Mine Reveal / BFS

**Meeting 4 (09/16) Notes:**

**Daniel Butler:**

Completed:

* Fix clicking a button prior to starting game bricking the game
* Grid generation fixes

Assigned:

* Debugging
* Documentation
* Add row and column indicators to the grid

**Beckett Malinowski**

Completed:

* Map input field
* Add flag count

Assigned:

* Debugging
* Documentation

**Charley Findling:**

Completed (1 hour worked):

* Reveal all mines when the game is over and freeze the board state
* Prompt the user to start a new game after game over

Assigned:

* Debugging
* Documentation
* Update status indicator

**Skylar Franz:**

Completed:

* Created Github Repository (10 min.)
* Mine and number value generation for minefield (1h30min.)
* Show mine number on reveal (10 min.)
* Add mine value colors (10 min.)

Assigned:

* Fix mine value colors on cascade

**Jack Gerety**:

Completed:

* DFS

Assigned:

* Debugging and Documentation