1. As a user, I want to choose the size of the game board before starting the game.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| When specifying a width and a height for the board, the game can start. | In the UI, I want to specify the size of the board before starting the game. |
| When game starts the board is displayed on the screen. |

1. As a user, I want to specify the number of mines on the board.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| When specifying 5 mines, the board will have 5 mines. | In the UI, I want to specify the size of the board before starting the game. |
| When starting a second game with 5 mines, the mines are not at the exact same positions as the first time |
| When specifying 5 mines, there will be no two mines sharing the same position. |

1. As a user, I can step on a cell.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| When stepping on an empty cell that has no neighbor mines, the cell will be shown as empty | In the UI, I step on each type of cell. |
| When stepping on an empty cell that has neighbor mines, the cell will display the number of neighbor mines. |
| When stepping on a mined cell, the cell will display a mine. |

1. As a user, I want to mark a cell as ‘definitely has a mine’ or ‘maybe has a mine’.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| When marking a non-flagged cell, it gets a flag. | The UI allows me to mark / unmark cells. |
| When marking a flagged cell, it gets a ‘maybe’. |
| When marking a ‘maybe’ cell, the cell returns to being a normal cell. |
| I cannot mark an already-stepped-on cell |
| I cannot step on a marked cell |

1. As a user, I want to see the number of unused flags.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| At the beginning of the game, the counter == the number of mines | The counter is updated in the UI every time a cell is flagged/unflagged. |
| During the game, the counter is (number of mines) minus (number of flagged cells) |
| The counter doesn’t go below zero. |

1. As a user, I want to see for how long I’ve been playing the current game.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| When the game starts, the timer also starts. | The timer is updated in the UI every second. |
| During the game, the counter increments every second |

1. As a user, I want the game to end:
   1. When I step on a mine (game lost)
   2. When I have stepped on ALL cells that do not have mines.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| When stepping on a mine, the game ends (game lost) | Display Game WON / Game LOST |
| After the game ends, no more moves can be made |
| When stepping on the last un-mined cell, the game is won. |
| After the game ends, the game timer stops. |  |

1. As a user, I don’t want to have to click on each cell in a large area of empty cells. I want all neighbors of such a cell to be automatically revealed, and the same for the neighbor cells that are empty.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| When I reveal a cell that is unmined and has 0 neighbor mines, all its neighbor cells are also revealed. | When clicking in the middle of an area with empty cells, the whole area is revealed. |
| Repeat the process for each newly revealed neighbor cell that is unmined and has 0 neighbor mines |

1. As a user, I want to see a list of the top times for previous games.

|  |  |
| --- | --- |
| **Acceptance criteria** | **How to demo** |
| At the end of a game, I want to see a list of previous times for won games, with the shortest one at the top. | The list of ‘Top Results’ is displayed at the end of the game. |
| I want to see a special mark in the list for the current time, but only if the game was won. |
| If the game was lost, the time will not be saved in the list. |