

For project requirement: <https://people.eecs.ku.edu/~saiedian/581/Proj/proj1>

Links:

Github: <https://github.com/rileyfaith/EECS581-Project1>

Minesweeper User stories and Task division:

https://docs.google.com/document/d/1hSBCCqygbLink_lQrr8rBYbfAskKCYZmFcxNLoWkwgc/edit?tab=t.0#heading=h.2muxkmv23z4

- Due Date of Project 1: 9/21/2025 (Code Freeze)
- Demo for Project 1: 9/24/2025

Previous Tasks:

- Riley: Implement UI User Stories / Experiment with UI
- Cole: Implement core gameplay user stories
- Evans: Beginning and End
- Jackson: Implement core gameplay user stories
- Manu: Implement core gameplay user stories

This Week's Tasks:

- Riley: Implement UI User Stories / Experiment with UI
- Cole: Implement core gameplay user stories
- Evans: Beginning and End
- Jackson: Implement core gameplay user stories

- Manu: Implement core gameplay user stories

Notes:

User Stories:

Beginning and End

- As a player, I want the game to end with the message “Game Over” when I click on a mine.
 - All mines are uncovered
- As a player, I want to choose how many mines are in the grid (10-20).
- As a player, I want to see a “victory” message and have the game be over when I have uncovered all of the cells without mines.

Core Gameplay

- As a player, I want my first click to have no mine.
- As a player, I want all adjacent blank cells to be uncovered upon clicking one.
- As a player, I want to click on a cell to know whether it is a mine or not.
- As a player, I want the boxes with numbers to correctly indicate the number of adjacent mines.
- As a player, I want the mines to be randomly placed such that no two games are the same.
- As a player, I want to be able to flag/unflag cells.
 - As a player I want flagged cells to not be uncovered until unflagged

UI

- As a player, I want to see an indicator with the number of remaining mines (minus flagged mines).
- As a player, I want to play the game on a 10 by 10 grid with columns labeled A - J and rows labeled 1 - 10.
- As a player, I want to be able to click on a symbol in order to flag/unflag cells.
 - As a player, I want to see flags on the cells.
 - As a player I want flagged cells to not be uncovered until unflagged
- As a player, I want the grids to be covered when I start.
- As a player, I want to see a game status of 'Playing', 'Game Over' or 'Victory'