

Iteration	Iteration	Iteration	Iteration	Iteration	Iteration	Iteration
Iteration01	Test scoring and lives update: simulate reveal actions to confirm score increments /decrements, life loss on mistakes, and proper sync between the model and UI.	P1	Scrum master	Salwa	Completed	Iteration
Iteration01	Link board logic to visual representation placeholders (to be fully implemented in Iteration 2)	P2	Developer	Salwa	Completed	Iteration
Iteration01	Validate board generation: confirm mine distribution matches difficulty level, number tiles are calculated accurately and special tiles appear according to design rules.	P3	Product owner	Khalil	Completed	Iteration
Iteration01	Implement scoring system (correct reveal, penalties, question bonuses)	P3	Developer	Jwana	Completed	Iteration
Iteration01	Implement life update logic (mine hit, surprise tile effects).	P3	Developer	Jwana	Completed	Iteration
Iteration01	Implement board initialization logic (mine placement, number calculation, empty cells, question/surprise tile placement).	P3	Developer	Riad	Completed	Iteration
Iteration01	Do input validation testing ensuring correct function and that data is passed correctly to controller	P2	Scrum master	Salwa	Completed	- The system allows two players to enter the same name and continues without sho
Iteration01	Design the player setup screen and Implement input handling and validation	P1	Developer	Salwa	Completed	hearts number need to be fixed
Iteration01	Prepare the scrum report	P3	Scrum master	Salwa	Completed	Iteration
Iteration01	Design and implement the main menu UI with button event handlers.	P3	Developer	Khalil	Completed	Iteration
Iteration01	Connect the menu to placeholder screens and validate that all transitions work correctly.	P1	Developer	Khalil	Completed	Iteration

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Iteration01	Conduct navigation tests, verify all buttons correctly transition to screens and handle invalid states.	P2	Scrum master	Salwa	Completed	Menu buttons tested — all transitions working correctly, no invalid states found.
Iteration01	Integrate setup data with the game initializer pass names& difficulty to controller	P3	Developer	Jwana	Completed	Iteration
Iteration01	Implement board data structure (2D array, tile types, flags, states)	P3	Developer	Riad	Completed	- (2D array/ tile types)- done / (flags / states) - done
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