**Build Deliverable 2 – 11/17/2009**

**Team B**

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**Build Description**

In the second build, our focus was on implementing a full working version of the game minus game saving, statistics, and instant replay. The second board, random placement, login, as well as jumping are inc luded in this build. The piece setup was expanded to include the special piece types, smart mines, safe zones, and blocked squares. Also the visuals were given a makeover for more aesthetically pleasing game play. A few small classes were added for purely utilitarian use, they contain a minimal amount of code and will affect the build schedule in no way at all. Our storage layer was partially implemented in the login screen, so a user can be created and added to a list of users.

**Description of Test Strategy**

Our testing strategy inc luded starting a game in each of the possible ways, with different board sizes, performed boundary tests, Tested the smart mines, safe zones, and blocked squares, all functioned as expected and were found to be satisfactory. Random piece placement was tested for both board sizes, and functioned as expected with no anomalies. Also fully implemented in this build was our login screen, this was tested by attempting to input a sample of all the boundary values for both the login name as well as the password fields, the results were satisfactory, any error was displayed if a login name or password was too short or too long. Overall the build was found satisfactory to the team.

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