

# Product backlog

- As a player I'd like to have a timer that shows how long it's taking me to complete the game
- As a player I'd like the game to look more aesthetically pleasing so I want to play more.
- As a player I'd like to have some sort of AI that could assist me and possibly take turns with me so that I don't have to complete the game alone
- As a user I want to be able to have a hint system revealing a safe cell with limited clues
- As a player I want to have sound effects and animations for uncovering mines.
- As a player I want to be able to adjust difficulty level to Souls level difficulty

# Sprint backlog

- As a player I'd like to have a timer that shows how long it's taking me to complete the game
- As a player I'd like the game to look more aesthetically pleasing so I want to play more.
- As a player I'd like to have some sort of AI that could assist me and possibly take turns with me so that I don't have to complete the game alone
- As a player I want to have sound effects and animations for uncovering mines.

Unfinished: AI playing automatically until it wins or loses