Minesweeper Project

User Stories (bolded are completed)

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 sues .

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.

Task Breakdown:

Tasks	Completed By
CSS UI + testing	Jay
Documentation + comments + testing	Arnav
Adding audio + timer	Brett Balquist
Architecture documentation	Tej
AI engine	Daniel
AI automatic solver	Unfinished