INFO-I 311
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Minesweeper: Phase II - Initial State of Project

Quality of Documentation:
The documentation is organized well with information on each team member, classes, bugs/unresolved issues, and a UML diagram. While the actual code includes comments on methods, the documentation of each class is very high level and does not describe each method for each class.

Code Review:

The program runs as expected with all three classes implemented. The code meets the Phase I requirements. The program does not have any components of the Phase I requirements that are not working. There is one small design issue where the buttons in the top left corner don't entirely cover their cells, therefore allowing the mine images to show when mines are placed in those cells.

A major architectural decision made was to have a grid behind a grid of buttons. The buttons are hidden when they are selected. Another decision was to use a grid pane and have all 100 buttons identified by their row/column index instead of an id. Images were chosen for mines and flags instead of just text for the cells on the board. Also, there is a button labeled 'Surrender' which displays where all the mines are located on the board. An additional design decision was to have the restart button close and open a new window.