

## Group 2

### Project Title: Mine Game

**List of team members:** Jared Obispo, Ronald Chomnou

**General Description of the app:** A mine game with a 5x6 ish grid that all start out a specific color like green. The user will have to tap on a block to see if there's a mine hidden underneath.

To begin the game, the user will need to select a profile to use. If it's a new profile, the user will start with \$100 (or points), which will be used to "gamble" with. The user then will select how many mines they want in the game. The more mines, the more the user will get back if they win. For example, if the user wants 3 mines to be in the game and the user puts in \$10, the user will have to hit 27 squares that are not mines to win, possibly 3x the money they put in, meaning they win \$30, a total return of \$40. If they hit a mine, game over and money lost. A database will be used to store user profile information such as name and money.

There will be no tabs. It's more of a main page where once a profile has been selected (A list of profiles will be shown), it'll create a new page with the game on it.

### Minimal Goals:

- Create 5x6 grid with the color green.
- Create a mine when selected block contains hidden mine
- Create user profile
- Create database to store information
- Create a user wallet that stores their money

### Stretch goals:

- Possible adding a photo to each profile
- Changing the amount of mines in the grid
- Creating an algorithm to calculate return based on amount of mines in the grid

## **Milestone 1:**

Complete main menu

- Add game title
- Add selection of profile, if click, empty new page pops up
- Create database

## **Milestone 2:**

- Create grid (5X6)
- Create grid functionality (if clicked, shows whats underneath)
- Add mine if clicked on
- If mine clicked on, game over
- Add user wallet

## **Milestone 3:**

- Add option to change amount of mines currently in grid
- Add algorithm that gives user money depending on the amount of mines in grid and if they won
- Possibly add photo to user profile

Final Submission:

Everything completed and app running smoothly.