

Due dates:

Assignment 3 Sept 28

Project 2 Oct 5

Links:

Fork of github: <https://github.com/tdathon/581-group-assignments-review>

Meeting One:

Links:

Project 2 requirements: <https://people.eecs.ku.edu/~saiedian/581/Proj/proj2>

Team 10 Github:

User stories:

As a user, I want the correct minesweeper functionality

As a user, I want sound effects for the tiles I reveal

As a user, I want to play against AI with three difficulties:

Easy: AI uncovers cells randomly, avoiding flagged or already uncovered cells.

Medium: AI uncovers randomly until a safe cell is revealed (zero adjacent mines), then uncovers adjacent cells strategically using revealed numbers.

Hard: AI "cheats" by always uncovering a safe cell (non-mine), simulating perfect knowledge without detonating mines.

Alec Slavik:

Assigned: Check functionality, fix bomb bug, input bomb bug	Person-Hours Estimate: 2 hours , I need to play a few games with a few different amounts of mines and things. I also want to fix the bomb problem (incorrect range). I'm still debating if I should change the color scheme or not as well.
Completed:	Actual Person-Hours: 1 hour , I played 3 games, one with 10 mines, one with 15, one with 20. I also fixed the UI 3-25, and bomb logic 5-25 bombs to the correct 10-20. I also

	removed the user being able to type in the number of mines they want, so it has to go from 10-20 using the stepper in the box.
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Ted Athon:

Assigned: <ul style="list-style-type: none"> - Fork other team's github repo. - Make sound effects and add sound effects. 	Person-Hours Estimate: 3 hours , need to record sounds, upload, and then program them in.
Completed: Discussed project with team.	Actual Person-Hours: 1 hour.

Dylan O'Brien:

Assigned: Easy component implementation.	Person-Hours Estimate: 1 hour. Need to add a function that provides an easy AI opponent with basic function logic and testing.
Completed: Discussed project with team and completed easy AI component.	Actual Person-Hours: 1 hour. Function logic and testing for easy AI wasn't too complex and only took an hour.

Divit Kannan:

Assigned: Partnering with Nick to implement medium AI	Person-Hours Estimate: 2 hours
Completed: Worked with Nick to implement Medium AI	Actual Person-Hours: 2 hours, created the initial implementation and handed it off to nick to integrate.

Nick Reinig:

Assigned: Partnering with Divit to implement medium AI	Person-Hours Estimate: 2
Completed: Implemented medium AI algorithm	Actual Person-Hours: 2.5, algorithm was difficult to design, took some time to

	understand and integrate with Divit's code
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Amrit Sian:

Assigned: <ul style="list-style-type: none"> - Fork different teams github - Implement the hard ai component 	Person-Hours Estimate: 2
Completed: <ul style="list-style-type: none"> - Forked the other teams github - Implemented the hard ai component - Fixed updated minesweeper html file 	Actual Person-Hours: 2.5 hours, it took a little longer because after I actually implemented the hard ai, I noticed that you weren't able to actually play the new game. Every time you clicked on the updated minesweeper game it would just download the text file so I had to just rename the file to a .html file.

Meeting Two:

Alec Slavik:

Assigned: Complete UML diagram	Person-Hours Estimate: 1 hour , look through UML notation, sift through code and put it all together online.
Completed: Check functionality, fix bomb bug, input bomb bug	Actual Person-Hours: 1 hour , didn't take long to look into a class diagram, and find the code names used. It was just adding the sound effects to cells that are in the grid.

Ted Athon:

Assigned: <ul style="list-style-type: none">- Complete documentation for the sound effects.- Ensure everything works properly, and ensure it's documented and has comments.	Person-Hours Estimate: <ul style="list-style-type: none">- 1 hour, just need to review code.
Completed: <ul style="list-style-type: none">- Recorded sound effects.- Added sound effects to the project.	Actual Person-Hours: <ul style="list-style-type: none">- 3 hours, coding them was not very challenging but I did run into a CORS issue with the files that I had to resolve, so it took a little longer than I thought.

Dylan O'Brien:

Assigned: Testing for bugs, Let AI play by itself through automatic mode with Amrit.	Person-Hours Estimate: 2 hours. I believe planning, a UI addition, game wiring and testing will consume these 2 hours.
Completed: Testing and AI automatic mode	Actual Person-Hours: 3 hours. The UI addition and game wiring took a lot of time due to issues that came along with testing.

Divit Kannan:

Assigned: Update medium AI to match the updated requirements. Complete peer evaluations.	Person-Hours Estimate: 1.5 hours
Completed: Implemented the automatic flagging function automation from Nick.	Actual Person-Hours: 2, took a while to rehaul the Medium AI code to properly implement the algorithm.

Nick Reinig:

Assigned: Make the medium AI flag when it sees a tile with the exact number of neighboring unrevealed tiles as it lists nearby bombs	Person-Hours Estimate: 1.5 hours
Completed: Developed automatic flagging function, handed off code to Divit to complete implementation of algorithm	Actual Person-Hours: 1 hour, Divit took over more of the difficult algorithm implementation

Amrit Sian:

Assigned: <ul style="list-style-type: none">- Partner with Dylan to do automatic mode	Person-Hours Estimate: 1.5 hours
Completed: <ul style="list-style-type: none">- Implemented automatic ai mode	Actual Person-Hours: Took about 2 hours because I ran into merge conflicts as I was pushing the final implementation into the doc.