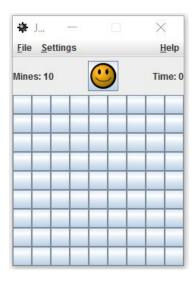
PineSweeper

Team 7

Prince Sandhu Vishesh Gulatee Varun Rathore

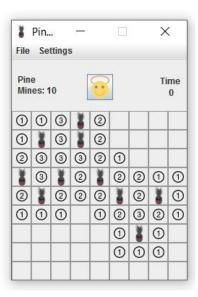
Purpose & Scope

- Purpose
 - Provide Entertainment
 - Stimulate hand/eye coordination
- Scope
 - Replicate open source reference: *JSweeper*
 - Adhere to the software development model



Background

- Goal: Not to click on a hidden PineMine
 - Uncover all safe cells
- Cells hide one of the following:
 - PineMine
 - Number
 - o Blank
- Mark potential cells hiding a PineMine with a flag

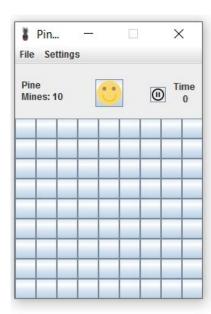


Development Strategy

- Communication:
 - Weekly Meetings/Video Conferencing
- Documentation:
 - LaTeX
 - Comments and Javadocs
- Control:
 - Forked Branches (based on MVC Structure)

Design

- MVC architectural design
- Various difficulties
- Numerous colour schemes
- Pause & resume game



Coding Technology

- Java:
 - 100% of the implementation was programmed with Java
 - Object Oriented Programming and GUI
- Others: Git
 - Control System
 - Integrated with Eclipse IDE
- Others: TeX
 - Content vs. Format





Features [Maintainability]

- Maintainability:
 - Modular Design
 - Documentation of modules
 - Design For Change
 - Unit Testing the Model (Logic)

Features [Portability]

- Operating system independent
 - Runs on OSX, Windows, and Linux
- No installation necessary
 - Single JAR file



Testing

- JUnit testing
- Manual testing
- Simulated testing
- Usability survey

Final Remarks

- Numerous improvements over original
 - MVC architectural design
 - Numerous colour schemes
 - Pause/resume timer feature
- Future features
 - Save/load game with set user preferences
 - High scores
 - Alter grid shapes



Demonstration



Questions?