

Instructions

Instructions for 'How to run your product' (15 points)

Specify a well-defined set of instructions, so that other team can test your product without a lot of trouble. Make sure to include in it:

The architectural dependency

Platform:

IOS using Swift/Xcode

Database: Firebase

The resources requirement to our program.

Download app from app store or send email to luo227@purdue.edu ask for downloading question.

User Manual

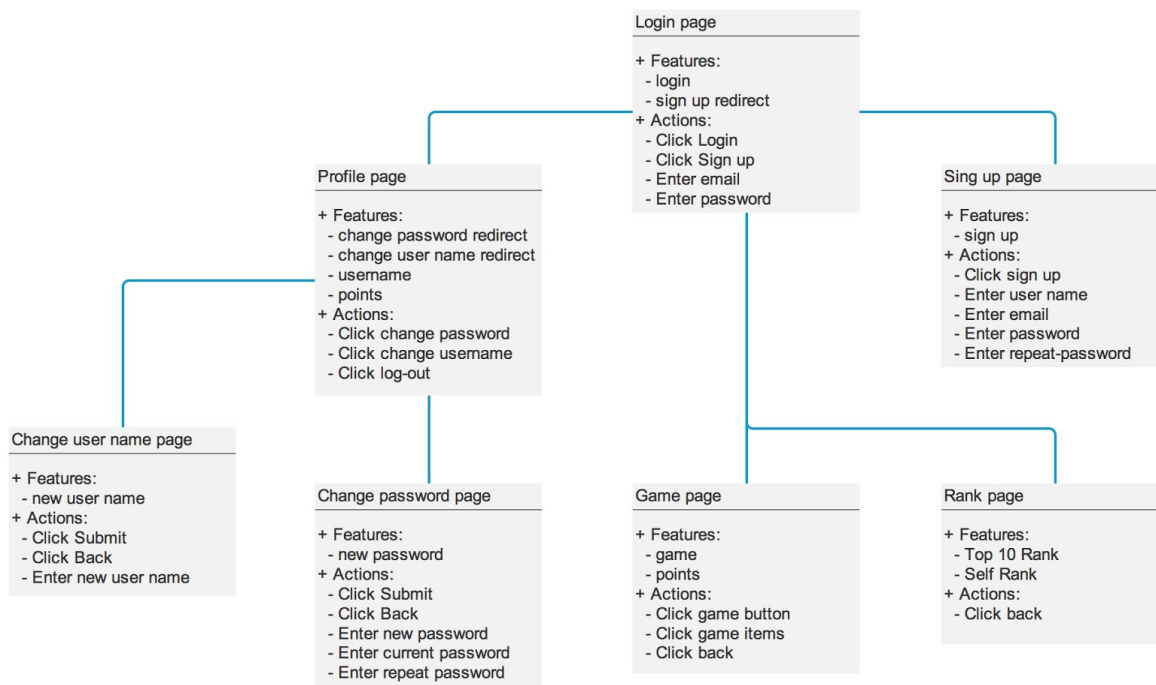
1.1 INTRODUCTION

Looking for a nostalgic game to play during the breaks while not taking much time? Minesweeper perhaps would a good choice. However, we found out that a computer might be just a big block sometimes. Like, on the way back home, none of the users would prefer accessing the game by a bulky laptop or through a website--which are always the first income ideas when we think of Minesweeper. Moreover, visual fatigue caused by the never-changed black&white board is another stumbling block on the way to a further development and popularity for this game. Therefore, an easy and accessible Minesweeper App with a more user-friendly UI would be a valuable project that could bring back good child memories and give the users a relaxed and fun experience on the breaks of exhausting study or works.

1.2 Project References

This section provides a bibliography of key project references and deliverables that have been produced prior to this point in the system development process.

1.3 System



Remark:

Username length is 1-15 characters.

Reference :

<https://developer.apple.com/library/content/documentation/IDEs/Conceptual/AppDistributionGuide/LaunchingYourApponDevices/LaunchingYourApponDevices.html>