

# CSC466 Assignment: Sequence of Plans

Title: Heuristic Minesweeper solver

## First plan - February 9, 2023

The first task provides an introduction to the project, and the last task provides a conclusion. Tasks 2-6 are infrastructure tasks. Tasks 7-11 relate to the development and testing of the heuristic player.

- Task 1: Description of the game and motivation for the project.
- Task 2: Modeling the tiles.
- Task 3: Displaying the board.
- Task 4: Manual and automatic board generation.
- Task 5: Revealing tiles and mine functionality.
- Task 6: Game playing interface.
- Task 7: Random player creation.
- Task 8: Initial heuristic player.
- Task 9: Testing random player against heuristic player.
- Task 10: Adding advanced rules to the heuristic player.
- Task 11: Testing heuristic player against previous statistics.
- Task 12: Reflections.