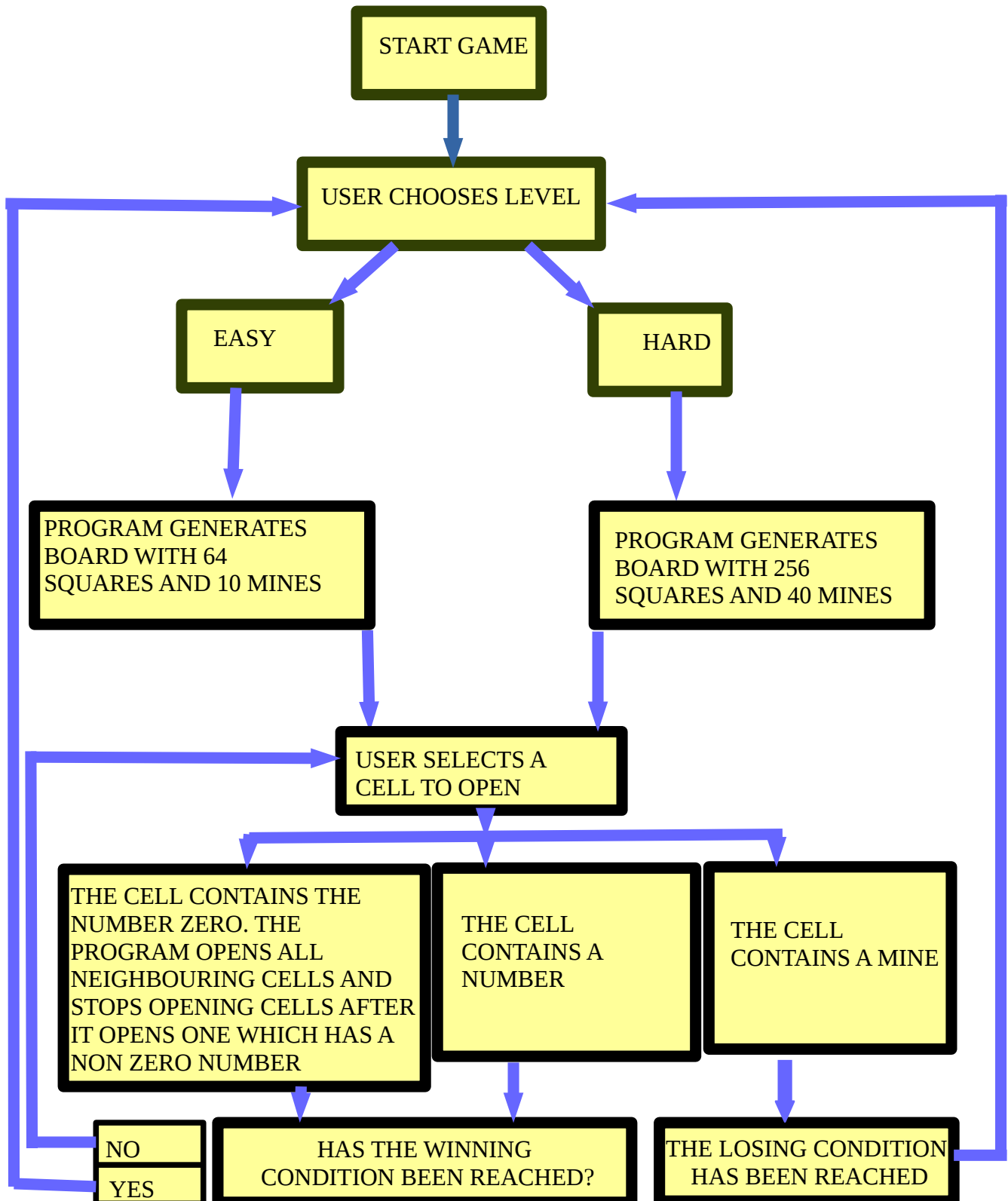# SOFTWARE REQUIREMENT SPECIFICATION

Purpose

The software is a minesweeper game. It is meant to be used by people of age 5 and up. This game is meant to be played on personal computers.

Flow Chart

```
                      START GAME
                          |
                          v
                  USER CHOOSES LEVEL
                    /            \
                   v              v
                 EASY           HARD
                   |              |
                   v              v
        PROGRAM GENERATES    PROGRAM GENERATES
        BOARD WITH 64        BOARD WITH 256
        SQUARES AND 10       SQUARES AND 40
        MINES                MINES
                   \          /
                    v        v
                USER SELECTS A
                CELL TO OPEN
```

- THE CELL CONTAINS THE NUMBER ZERO. THE PROGRAM OPENS ALL NEIGHBOURING CELLS AND STOPS OPENING CELLS AFTER IT OPENS ONE WHICH HAS A NON ZERO NUMBER
- THE CELL CONTAINS A NUMBER
- THE CELL CONTAINS A MINE

NO

YES

HAS THE WINNING CONDITION BEEN REACHED?

THE LOSING CONDITION HAS BEEN REACHED

Limitations on the game

Only standard c++ libraries have been used in this project. A file called rlutil.h has been included. This is a utility file. It is always supposed to be in the same folder as the c++ source file. It will run on Windows and on Linux.

The command system("clear") has been used. This limits the program's use to linux based operatin systems. This is easily remedied by replacing the word "clear" by the word "cls". If done, this will cause the program to run only on Windows operating software.

Two text files have been included. They contain the name of the high scorers in each level and the score itself. They must also always be stored in the same folder as the c++ source file.