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Commitment

- Fully functioning minesweeper
 - Game logic working correctly
 - Hardware modules
 - USB mouse
 - VGA
 - Timer module to keep track of real game time
 - Switches set a predetermined bomb location

Goal

- Sound effects (single file)
 - Hardware: COE file, playback, speaker
 - Multiple clock domains (25 MHz, 100 MHz)
- Persistent leaderboard
 - Hardware: SD card
 - Modification of game state machine
- Random Number Generator
 - For creating a randomized game board
- Variable difficulty
 - Selectable via user mouse input

Stretch

- Multiple concurrent sound effects
 - Load from SD, store in some local cache (ddr or bram?)
- Graphics that display over game
 - Snowflake sprites that drift slowly over the game
- Multiplayer Minesweeper
 - Players alternate between flagging bombs and clearing squares
 - Points awarded at the end of the game to the player with the most correct flags
 - Like speed chess players alternate between two different game boards, competing to see who can clear the board the fastest