**Bomb sweeper: Pseudo Code**

1. Choose mode of game: Easy or Hard
2. Create Board filled with cells to click
   * 1. Use matrix to create a back-end logic to connect with the front-end cells
     2. Every cell is an object with varying properties (either empty, with a bomb or is a clue).
     3. Use matrix to store properties of each cell to check
3. Generate Bombs (random)
4. Calculate number of bombs in surrounding squares
5. Player clicks to start game and timer
   1. Reveal square if player clicks on cell without bomb
   2. Reveal surrounding no. of bombs on the square player clicks
   3. Reveal square with bomb if player clicks on cell with bomb (GAME OVER)
6. If player clicks all squares but those with bombs, player wins!
   1. Win Condition- Player Wins

If Revealed squares = No. of cells – No. of bombs && Reveal squares do not have a bomb