MINESWEEPER

What I need to do

Create dynamicly divs insert them in html

Give them id to control them

Create arrays where we seaprete bombs, numbers and empty divs

Join them together and randomize

Check divs for bomb, left&right side of gameboard and add count ofr the divs to show how many bombs are there

Left click on divs to reveal it

Restart, bomb count buton /input field to control difficult

What hapens if yo u click on a bomb, how do you reset the game, where do we store the result…?