Marks to achieve for Minesweeper 7

	Function	Mark allocation
1	Proper end to the game	5
2	Restart button - fancy	10
3	RUNNING Timer without best times list	**25**
4	Timer with best times list saved and sorted – NOTE THIS REPLACES ITEM 3- YOU CAN NOT DO BOTH 3 and 4.	60
5	A best times list without a running timer – take the system time at the start and the end of the game – the list must be saved	15
6	Same as 5 but implemented with a SLL	20
7	Well-spaced and shape holding grid	10
8	Displaying bomb counter- This is for beginner players	10
9	Fancy bombs and flags	10
10	Different levels	10
11	Different best times lists for each level OR A FORMULA THAT MAKE SENSE TO COMBINE ALL TIMES ON ONE LIST!	20
12	Undo function of final play	10
13	Undo ANYTIME IN GAME	15
14	Different colours for different number values	5
15	Sound effects	5 for buttons and 5 for winning/losing
16	Own Idea:	

WE WILL ONLY MARK 100% - so you cannot have a number of items not quite working – you choose which 100% we mark!

Ask in the chat room if you do not understand!