

Index.html		
	<u>Elements</u>	
+	frame: div	
+	top:div	
+	controls:div	
+	restart-button: button	
+	game-baord: div	
+	bottom: div	
+	temporary-button-container: div	
+	nav-button: button	
	<u>References</u>	
+	CSS: style.css	
+	JS: Mineswepper	
	Relevant Interactions	
	Restart Game Button	
	rules.html Nav Button	

rules.html		
	<u>Elements</u>	
+	rules-container: div	
+	h4: Minesweeper Ruleset	
+	highlight: span	
+	ul: List of rules	
+	tip: div	
+	nav-button: button	
	<u>References</u>	
+	CSS: style.css	
	Relevant Interactions	
	Nav Button links to index HTML	

Tile.js		
+	mine: Boolean	
+	revealed: Boolean	
+	flagged: Boolean	
+	adjacentMines: Number	
+	setMine(): Void	
+	reveal(): Void	
+	ToggleFlag(): Void	
+	create2DArray(Rows, cols): Array <array<tiile>&gt;</array<tiile>	

	Mineswepper.js
+	gameBoard: HTMLElement
+	gridRows: Number = 10
+	gridCols: Number = 10
+	initializeGame(): Void
+	bombsCount: Number = 10
+	difficulty: Number = 1
+	bombSpots: Array<#>
+	restartGame(): Void
	References/Uses
	Tile.js