**Readme**

Mine Sweeper game is implemented in this project. This game comprises of 4 screens, which are encompassed by four different activities and their corresponding XML layouts. There is one other Kotlin file which is making a mine cell (unit component of the mine-field).

**Tech Stack Used:**

IntelliJ Idea | Kotlin | XML | Shared Preferences

**Details of Implementation:**

1. Launch Screen (MainActivity)

* This screen provides user with options of game level to be played.
* User can also create a custom board, specifying height, width and number of mines by him/herself.
* The screen also displays the best record and the record of the last game played.
* There is also an option for displaying the instructions to play the game.

2. Custom Board Screen (CustomBoard)

* This activity takes input from the user for the height, width, and number of mines to be placed in the game

3. Game Screen (GamePlay)

* This screen is the functional game, where the user interacts and plays game.
* In addition to the game area, there is a display of the timer, and a refresh button, along with a flag button (to switch between flag and bomb).

4. Result Screen (result)

* On this screen, the result is declared. (Either won or lost game)
* Along with the result, the option for playing again is present.

**Layouts:**



