Date: 02/11/2019

Location – Spahr Library Study Room

Members: Myra, Taylor, Marcus, Ryan, Megana

Rid of game.py

Need click logic

Taylor got board to work with red colors as mines (to debug that later)

**We should do:**

**(UI)**Create board within pygames program instead of starting in command line (START PAGE)

Ask “how many mines” and “how big is grid”

**(UI)**Is\_clicked () logic

Right click = flag

Add to flag counter if tile.is\_mine() == true

**(UI)** Left click = rec\_reveal()

**(Tiles.py)** Display numbers on revealed tiles

Is\_mine

Is\_flagged set to false NOT IN \_\_INIT\_\_

Is\_revealed

Num\_adj\_mines = 0

\_\_init\_\_(display)

Self.display = display

Tile\_flag()

Tile\_reveal()

Cleaned rest of Tiles.py file in order to organize and redistribute work

Exceptions for user inserting exactly same amount of mines as there are tiles – exceptions to handle or approach?