Date: 2/08/19

Location: Spahr Library Study Space

Members: Ryan, Marcus, Taylor, Megana

Minesweep (exe)-> Game->UI->GameBoard->Tiles

Stopped coding Tile in case we want to change how UI interacts with this

Look over the code that we have so far and make sure we are all on the same page for the coding

Adding set\_adjacent and is\_adjacent to Tile Class – initially set to false