PseudoCode

1. Initialize the game board with empty cells and randomly place mines.

2. Print the initial state of the board to the player.

3. Ask the player to select a cell to reveal.

4. If the selected cell contains a mine, end the game.

5. If the selected cell is empty, reveal it and recursively reveal neighboring cells until all adjacent cells are revealed.

6. Update the board to reflect the changes made by the player.

7. Repeat steps 3-6 until the game is over.

8. If the game is over, reveal all remaining cells to the player and display the final state of the board.

9. If all non-mine cells are revealed, the player wins the game.

10. End the game.

RUNS

A screenshot of a computer

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ERRORS/DEBUGS

A screen shot of a computer program

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A screenshot of a computer screen

Description automatically generated Showing it wont go out of bounds

A screenshot of a computer program

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A screen shot of a computer code

Description automatically generatedForgot “}”

A screen shot of a computer

Description automatically generated TYPO!