Improvements & Enhancements

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1. Board Manager (`board_manager.py`)
- [ ] Example
Description:

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2. Game Logic (`game_logic.py`)
- [ ] Example
Description:

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3. Input Handler (`input_handler.py`)
- [ ] Example
Description:

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4. User Interface (`user_interface.py`)
- [ ] Add color coding to each of the numbers (Minesweeper gameplay classic)
Description:
colors = {1: "blue", 2: "green", 3: "red", 4: "purple", 5: "maroon"}
btn.config(text=str(cell['adjacent']), disabledforeground=colors.get(cell['adjacent'], "black"))

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5. Main (`main.py`)
- [ ] Example
Description:

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6. Open Brainstorming
   - Nicer bomb and flag icons
   - Improve text formatting (Bryson)
   - Create a UML Class Diagram of the Project Structure (Mohamed)
   - Dynamic scaling to window size/Zoom in and out (Matthew)

7. Bugs
   - Flagging an uncovered cell

- Check flag behavior with recursive uncovering