Hello Professor!

Thank you for helping me sort out the code. I guess this project doesn’t need too much information as we did talk about it the other day. Here is the link for the loom:

<https://www.loom.com/share/4844fa4faf7d4cb8a3523d5a818a312e>

I do want to apologize for the naming scheme as its still called Milestone “4” even though it is suppose to be Milestone 5.

Key points covered pertaining for Milestone 5:

-Floodfill is working as intended.

-Flag for potential mines, also a clear flag click, as well as clear all flags button.

-Aesthetic changes on which buttons were revealed by user and which were revealed because of a lost game.

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