# Classes

Cell – BaseClass

* Open()

Mine : Cell

Number : Cell

Field

* Algorithm for mine generation
* CellType OpenClicked(int x, int y)

Clock/Timer

MineCounter

InputHandler

* Leftclick
* Rightclick
* Double/dual click

Engine

* run
* initialize
* moves timer
* bool isMineOpened – determines if player loses

LocalStorage

Social netowrking