Stages of the game

1. Initialize game settings.

a) Create board (fill with “?”)

b) Place mines on the board

c) Initialize different flags and counters (allMinesFound, e.t.c)

2. Play game while “exit” command is not entered.

a) Check if “newGameIsStarted” flags is true – if so then the board is drawn and greeting messages are paced.

b) Enter new row and column(new command in general) to open in the board.

c) Validade the entered command and pass “turn” if command is of type “(row col)”

d) execute entered command using switch-case (top, restart, exit, turn)

e) Check if mine is blown – if so: draw board(with all mines positions), read player name, add to list of scorers, sort list of rankings and display rankings

f) Check if all mines are found – if so: greeting message, draw board, read name, add to scorers, display rankings – same problems as in e).

Rankings class

- display rankings

Initializer class

- Initilize board

-initialize counters and flags

Engine class

-non static

- has method “Run”