



Minesweeper
- Grid grid
- ColorSettings colorSettings
- boolean started
+ void printMinesweeper()
+ Grid getGrid()
+ ColorSettings getColorSettings()
+ boolean getStarted()
+ Bundle getBundle()
+ Bundle getFromBundle()

Grid
- GridSettings gridSettings
- int[][] gameState
+ CellStates[][] generateNewGameState()
+ CellStates[][] getGameState()
+ GridSettings getGridSettings()
+ Color getUncoveredCell()
+ Color getCoveredCell()
+ Color getMine()
+ Color getSuspectedCell()
+ Color setMine()
+ Color setUncoveredCell()
+ Color setCoveredCell()
+ Color setMine()
+ Color setUncoveredCell()
+ Color setMine()

ColorSettings
- int rows
- int columns
- int mines
+ int getRows()
+ int getColumns()
+ int getMines()
+ void setMines()
+ void setColumns()
+ void setMines()

GridSettings
- int rows
- int columns
- int mines
+ int getRows()
+ int getColumns()
+ int getMines()
+ void setMines()

Features: "Are you sure you want to restart your progress" upon game settings change.

Features: Change settings button has a little animation so that it's clear that it changed.

