Minesweeper Project Rubric:

_____ General functionality of game: 20
          -no bugs
          -10 bombs randomly placed
          -10x10 grid (100 squares)
          -resizeable window

_____ Proper placement of numbers around bombs 10

_____ Flags 10
          -Right click to set flags
          -Flags cannot be left clicked
          -Flags can be removed by right clicking

_____ Recursive opening of blank squares 20
          -correct number of squares open when blank square clicked

_____ Winning 10
          -game is won when all squares opened that are not bombs
          -Timer to measure time taken to win 10
          -time should be displayed when game is won
          -~~only top score (lowest time in seconds) stored with name of player~~

_____ All squares revealed when game ends in failure 10
          -incorrect flags should be marked by red color or X

Coding style: 20
_____ use of meaningful variable names
          avoid meaningless names
          names should not be very long ie. Horizontalposition

_____ comments
          comment lines which require explanation
          do not comment every line
          do not write verbose comments
          comments should be short and to the point (concise)
          not in sentence form
          will YOU be able to understand your code 1 year later
          function docstrings required (purpose, accepted args, return values)

_____ efficient code
          prefer loops instead of code repitition
          prefer functions for code that has a specific purpose

_____ readable and logical code
          easy to understand
          avoid convoluted/complicated code
          blank lines to separate logical blocks