

MinesweeperModel	
Holds the grid	Cell
Holds any other data	GameTimer

MinesweeperView	
Renders the model	MinesweeperController
	MinesweeperModel

MinesweeperController	
Handles right click and left click	MinesweeperModel
Handles any user choices	MinesweeperView

MinesweeperMain	
Runs the game	MinesweeperModel
	MinesweeperView
	MinesweeperController

Cell	
Builds each cell with bomb or value	

GameTimer	
Creates a gameclock that times the current game	
Keeps track of the best overall time	