Minesweeper

# Requirements

1. The app shall offer three levels of difficulty (Beginner, Intermediate, Expert) to choose from. When starting a new game, the game shall start at the difficulty level chosen previously by the user or default to Beginner
2. Beginner board shall be 9x9 grid with 10 mines. Intermediate- 16x16 with 40 mines. Expert – 16x30 with 99 mines
3. The app shall offer a leaderboard feature. When successfully completing the game, it shall prompt the user to provide his name to be recorded in the leaderboard along with the date
4. The app shall provide a display of the number of mines remaining to be marked.
5. The app shall provide a stopwatch that counts up to 999 seconds. Game shall end if the user takes more than 999 seconds
6. The app shall not prevent the user from closing or restarting the game at any point
7. When the user double clicks on an empty cell, the app shall open all the surrounding information cells. The process shall be repeated for every empty cell adjacent to the previously discovered empty cell
8. The app shall allow the user to mark a cell as a suspected mine

# Design