

This is the Wireframe. Very simple. I wanted a slider instead of buttons for difficulty since that’s how I have it set up in my console game and the slider looks pretty nice compared to radio buttons in my opinion.

A screenshot of a cell phone

Description automatically generated

Here’s the actual first form. Not even my final form. The slider goes from 1 to 9 which will correlate to 10% of the board being bombs to 90%. You’re a masochist if you do anything above 6.

A picture containing indoor

Description automatically generated

This is the grid. So far, all the buttons do is reveal their number when pressed which is generated in order from 1 to 100, left to right then down a row.