

Artificial Intelligence

FINAL PROJECT REPORT

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# Introduction

Minesweeper is a single-player puzzle game. The objective of the game is to clear a rectangular board containing hidden "mines" or bombs without detonating any of them, with help from clues about the number of neighboring mines in each field. Our minesweeper AI can play the board with a probability of the mines in the area. This project is inspired by Minesweeper from Microsoft Corporation.

# Problem Statement

Minesweeper has a problem where there is 50