* Dialog to choose grid size, number of mines
* Generate mine locations
* Generate numbers for non-mine locations
* Initialize main GUI
* Let the user click buttons
* Numbered locations expose their numbers
* Mine locations end the game. Dialog pop-up Lost
* Blank locations (zeroes) expose all adjacent blank locations and numbers
* Right-clicking sets flag; also decrement mines remaining count. Don’t let this count go below 0 – the user cannot place any more flags if the count is 0.
* Check for all locations clicked or flagged, then stop timer and dialog pop-up Won