#### Minesweeper

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#### Introduction

• To find the mines and mark them in the shortest time possible

# Approach

- Creating the board using Pygame
- Writing the code logic
- Adding GUI features to the board
- Integrating the code with GUI
- Testing

#### Learnings

- Few methods from pygame
- Click Handling, Sound mixing

#### Tech Stack

Pygame

# Day3

- Placed the mines
- Worked on GUI elements

# Day4

- code logic
- integrating sound
- click handling

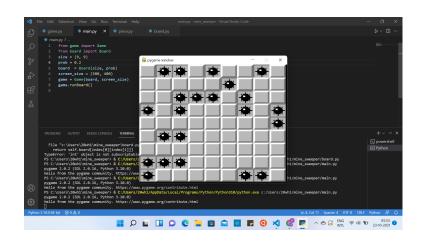
# Challenges faced

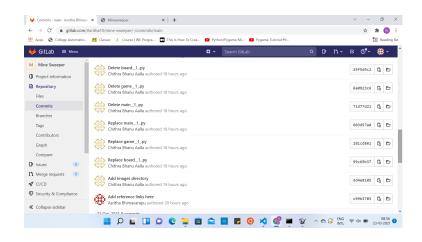
- errors in code while integrating sound
- finding the appropriate method for gui elements

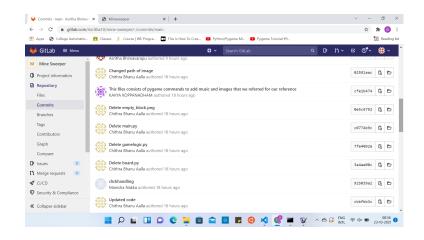
## How we overcame challenges

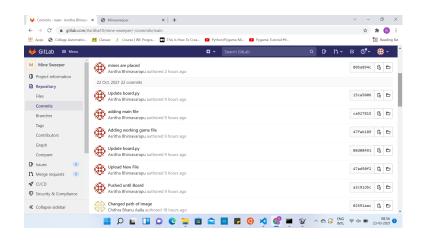
- Referred the documentations.
- Browsed to find the GUI modules

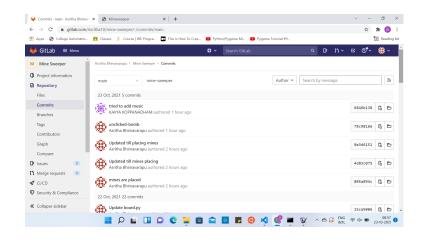
#### Project Screenshot











#### THANK YOU