

Original Function	MVC Component	Reengineered Class/Function	Notes
__init__	Controller	GameController.__init__()	Initializes a new game state with an accompanying board and view.
setup()	Model	BoardModel.setup()	Creates the initial board state. Including generating mine positions and calculating adjacent mines for each cell.
restart()	Controller		
refreshLabels()	View	BoardView.refreshLabel()	Refreshes the status label to insure the remaining mines and time are accurately displayed.
gameOver()	Controller	GameController.gameOver()	Handles logic relating to the ending of the game.
updateTimer	Controller	GameController.updateTimer()	Updates the timer.
getNeighbors()	Model	BoardModel.getNeighbors()	Returns a list of all cells that are neighbors of the cell at the given (x, y) location.
onClickWrapper()	View	BoardView.onClickWrapper()	Wrapper to handle left click events.
onRightClickWrapper()	View	BoardView.onRightClickWrapper()	Wrapper to handle right click events.
onClick()	Controller		
onRightClick()	Controller		
clearSurroundingTiles()	Model	BoardModel.clearSurroundingTiles()	Moves outward using BFS to determine which cells should be revealed when a

			given cell is clicked.
clearTiles()	Model	BoardModel.clearTile()	Determines if a specific cell should be revealed when clearing surrounding cells.
main.py	Entry Point	N/A	The main.py file acts at the driver for this application. When the user wants to play the game, they should run the main.py file.