Algorithm for revealing tiles (reveal() function)

If bomb don’t reveal and return

(bomb case handled before reveal is called so can only be triggered by recursive calls)

if first move or chosenTiles.nearbybombs == 0,

reveal tile + surrounding tiles that aren’t bombs

(when revealing nearby tiles check if current tile is along border of gameboard if it is don’t reveal anything that would be out of bounds)

else only reveal the tile