I have discovered a few bugs and one questionable bug that may not be a bug but intended:

-Menu Buttons are too far up

-Game closes when final 3 spots are taken, not sure if won or lost

-Moves when correct bomb is placed, not sure if intended

-Bomb is removed by mole before detonation

-moves to unpredicted area when trapped on final turn

-Bomb randomly disappeared when on final carrot when other cabbages were available

-game doesn’t end when mole is caught on a creator