

# MINESWEEPER

## GUIDE:

1. You can not place more flags, than bombs: flags  $\leq$  bombs
2. If you click a bomb, you lose
3. If you reveal all fields except for the bombs, you win
4. If you place a flag on top of all the bombs, you win
5. When you lose, or win, the rest of the buttons will be disabled except for the face emoji
6. When you click the face emoji, the game will restart
7. Flags can be removed after being placed
8. The timer starts when the first button is clicked
9. The timer also starts if a flag is placed before any button is clicked
10. The timer will stop when the player wins or loses the game
11. The face emoji will give different expressions for winning and losing
12. Bombs can be sjown on startup by enabling the displayField method in line 160

