**Minesweeper**

Create struct of MineBlock

* X coordinate
* Y coordinate
* isMine (T/F)
* isFlagged (T/F)
* isTested (T/F)
* amountTouching

Create array of MineBlock

Make game:

* assign set number of mines to random blocks in an array of set size
* check all adjacent blocks for mines to set amountTouching

Print Game

* prints grid in console with axes labeled with coordinates
* selected non-mines display amountTouching

Get input coordinates

* Asks user to input coordinates of block to test or flag

Running timer

* Stops when game is won (for scoring purposes)

Functionality when user enters coordinates

For testing:

* Clear output buffer (save space on screen so grid is only printed once at a time
* If selected block is mine, game over
* Otherwise, set isTested to True
* Check if all non-mines are tested, if so end game
* Print game

For flagging

* Clear output
* Set isFlagged to true
* Check if all non-mines are tested, if so end game
* Print game

When game ends

If lost, print losing message

If won

* Print winning message with time completed
* Open leaderboard file
* Compare to entries on leaderboard
* Insert score into respective location
* Update leaderboard file

Leaderboard entry struct

* Rank
* Username
* time