GridField

f	rows	int
f	columns	int
f	tiles	Grid[][]
f	img	Image
f	pattern	ImagePattern
f	difficulty	boolean
f	difficultyValue	double
f	solo	boolean
f	bombFailImg	Image
f	bombFailPattern	ImagePattern
f	mainPlayer	Player
f	secondPlayer	Player
f	flaggedBombs	int
f	flagsPut	int
f	allBombs	int
f	playerTurn	int
f	end	boolean
f	alertBox	AlertBox
f	openSound	AudioClip
f	bombSound	AudioClip
f	timeLine	Timeline
f	timerText	Text
f	seconds	int

m	createMap()	void
m	countBombs()	void
m	flag(Grid)	void
m	endGame()	void
m	loseEvent()	void
m	getNeigbours(Grid)	List<Grid>
m	openNeighbours(Grid)	void
m	clearScore()	void
m	setDifficulty(double)	void
m	setColumns(int)	void
m	setRows(int)	void
m	isSolo()	boolean
m	setSolo(boolean)	void
m	getEndBool()	boolean
m	setEndBool(boolean)	void
m	getAllBombs()	int
m	getFlagsPut()	int
m	getPlayerTurn()	int
m	updateTimer()	void
m	getTimeLine()	Timeline
m	getTimerText()	Text
m	setSeconds(int)	void
m	playSound(String)	void
m	getMainPlayer()	Player
m	getSecondPlayer()	Player

Main

f	restartButtor	Button
f	chooseMenu	VBox
f	mapAndButton	VBox
f	FirstMenu	BorderPane
f	SecondMenu	BorderPane
f	topMenu	HBox
f	topMenu2	HBox
f	gridField	GridField
f	welcomeText	Label
f	startGameButtor	Button
f	startDuoButtor	Button
f	optionsButton	Button
f	optionBox	ComboBox
f	quitButton	Button
f	HEIGHT	double
f	WIDTH	double
f	stage	Stage
f	p1NameField	Text
f	p2NameField	Text
f	remainingBombs	Text
f	score	Text
f	score2	Text
f	mediaPlayer	AudioClip
f	winSound	Media
f	winPlayer	MediaPlayer
m	start(Stage)	void
m	main(String[])	void
m	closeProgram()	void
m	restartGame()	void

Grid

f	x	int
f	y	int
f	isBombed	boolean
f	isOpened	boolean
f	isFlagged	boolean
f	squareSize	int
f	rect	Rectangle
f	text	Text
m	Grid(int, int, boolean, int)	
m	getX()	int
m	getY()	int
m	isBombed()	boolean
m	isOpened()	boolean
m	setOpened(boolean)	void
m	isFlagged()	boolean
m	setFlagged(boolean)	void
m	getRect()	Rectangle
m	gettext()	Text

NameBox

f	name1	String
f	name2	String
f	namePlayerOne	TextField
f	namePlayerTwo	TextField
m	getName1()	String
m	setName1(String)	void
m	getName2()	String
m	setName2(String)	void
m	display()	void

mine

f	inputgrid	String[][]
f	numofbombs	int
f	row	int
f	column	int
f	bombs	int[][]
f	grid	int[][]
f	grid2	String[][]
m	mine(int, int, int)	
m	createinput()	void
m	createbombs()	void
m	creategridint()	void
m	creategridstr()	void
m	openblocks(int, int)	void
m	countblock()	int
m	main(String[])	void

AlertBox

f	winSound	Media
f	winPlayer	MediaPlayer
f	button	Button
m	display(String, String)	void
m	victoryMusic()	void

ConfirmationBox

f	answer	boolean
m	display(String, String)	boolean