MINESWEEPER

click any square to start!

🔊   🏳 10   🕐 3:00

2 | 1

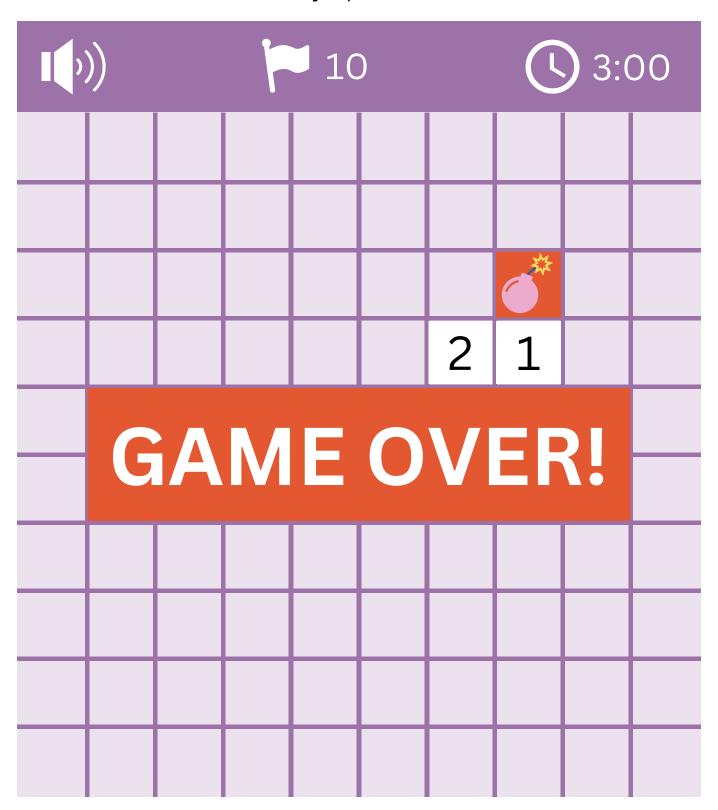## GAME OVER!

PLAY AGAIN

Pseudocode

// Computer places 10 'bombs' in 10 different random cells on the board, which mark the 10 spaces that are not safe for the player to click during the game
// Player clicks any one cell to start the game
// Upon the first click, the computer starts the timer
// Upon the first click, the computer reveals whether the clicked cell is safe or a bomb
// If the cell is safe, the computer uses flooding to reveal a certain number of safe cells around it
// If the cell is a bomb, the game is over
// If the player has an idea of where a bomb is, they place one of their 10 flags over the cell
// When the user places a flag on a cell, the number of flags left decreases by 1
// Player repeats clicking cells to reveal their contents and flagging cells with bombs
// If the player reveals all of the safe cells on the board (by clicking or flooding), successfully flags all of the squares with hidden bombs, and does so within the allotted time, they win and the game ends
// If the player hits a bomb before they accomplish the above, they lose and the game ends
// Upon the game ending, the play again button appears and a message pops up to let the player know that they won or lost
// The board cells are all revealed as either safe or not, and if the player made any wrong guesses about which square holds a bomb, those squares are highlighted in red