

Minesweeper - User Description

The main goal of the game is to uncover all the tiles on the game board that do not contain mines while avoiding the mines themselves.

Successfully achieving this goal requires a combination of logical reasoning and strategy.

This implementation of the game contains 4 difficulties:

- **Easy** (9x9, 6 mines)
- **Medium** (16x16, 20 mines)
- **Hard** (16x32, 40 mines)
- **Extreme** (25x30, 100 mines)

The player can choose one of these difficulties, and then the game starts.

The player has 3 lives and unlimited time. During the game, the player tries to guess where the bombs are by:

- Putting flags on cells (right-click) or
- Uncovering cells (left-click), which will reveal a number indicating how many bombs are around that cell.

The game ends when:

- The player runs out of lives (maximum of 3 lives; when a player uncovers a bomb, they lose 1 life), but some bombs are still covered, or
- All bombs are correctly flagged (at most 2 bombs can be uncovered).

During the game, the player can see a table with the best scores of the top 5 players for each difficulty by pressing "Scores" on the top panel.

There is also a "Game" button available, where the player can switch to another difficulty and start a new game, or click "Close" to end the game