

How to play:

- Just click the square and in order to win you must reveal all square
- the number printed on that square show the number of nearby bombs
- when ever you click on empty square in will spread out every where until it found number
- flag is use to help you to block the mine
- when you click on and found bomb then game over

Logic of minesweeper

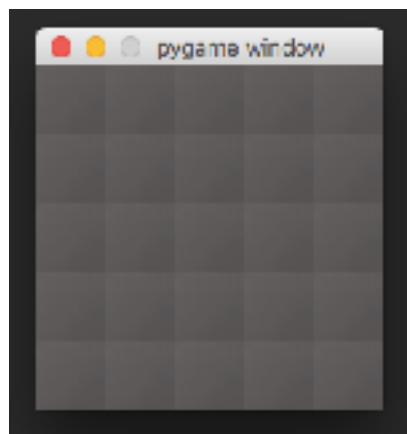
First step: generate multi dimension list

- i use number 9 to indicate the bombs
- which the number nearby bomb which is start from 0 in will increase base on nearby bomb (9)

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[1, 2, 2, 9, 1]
[9, 3, 9, 2, 1]
[2, 9, 2, 2, 1]
[1, 1, 1, 1, 9]
[0, 0, 0, 1, 1]
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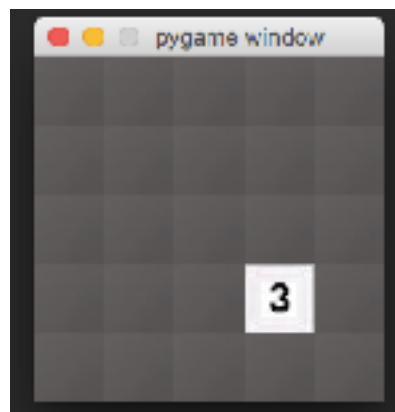
Second step: create board n x n size

- you can adjust the size and number of bombs



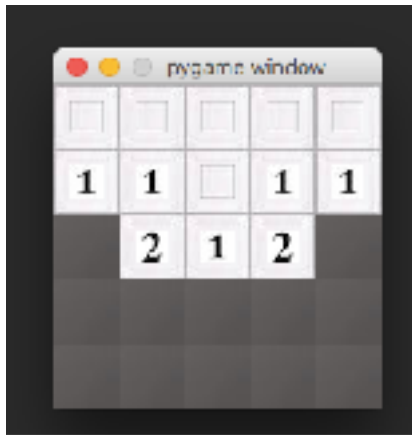
Third step:

- click on box it will reveal number
- if hit on bomb, game over



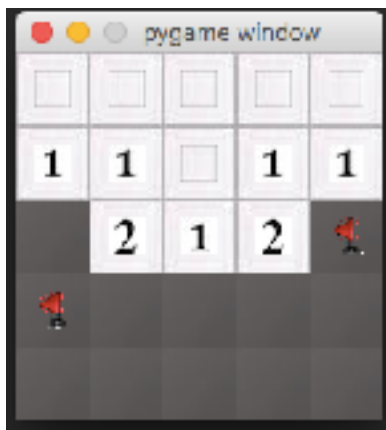
Fourth step: (function open_space)

- add function if we hit the zero number it will spread out



Fifth step:

- we can use right click to deploy the flag which it can kill the bomb



sixth step:

- After you win or lose it will show all the hidden bombs and if you flag on bomb it will show you red cross.

