# Minesweeper

## Goal:

We have a dll that represents the game minesweeper. The goal is that you write an algorithm that actually plays the game.

You have 4 hours for this. If after four hours you feel you need more time, send a mail with how much more time you need. In the end you wetransfer the files back to me ([bart.marescaux@agfa.com](mailto:bart.marescaux@agfa.com))

About minesweeper:

How to play: <https://www.wikihow.com/Play-Minesweeper>

Play online: <https://geekprank.com/minesweeper/>

# About the code

In Program.cs there is some small example code. The idea is that your codes calls field[x,y] and field.IdentifyBomb(x,y) until the game is over.

# Tips:

Try to write some output code that visualizes the board, it can help with understanding what is going on.

Please keep attention to comments, names, …