1. I’m creating the minesweeper game
2. I will have the photos of the objects I need which is the mine, flag, question mark and numbers of the mines around each box.
3. The game will be on two levels at least 16\*16 and 40 mines and I will have the option of the player choosing what he wants for the width and height of the board and the number of mines
4. I would really like to make a nice styling for my minesweeper game but I think the classic look of the game has been the best and I’ve seen some very fancy ones which I didn’t like.

Pseudocode:

1. I need to get access to my html and a div with class of table that I have already made with document.querySelector(‘.table’);
2. I need to make an event listener for that, so I have access to my game board;
3. Make 3 input boxes in the html so the user can type the number of the boxes on width and height and the number of mines in the game. If nothing is inputted just play as default which is 16 by 16.
4. I have to access the numbers of those inputs in my html so JS can build it.
5. I need to create the html tags with JavaScript
6. Whenever clicked onto each of the html tags I need to get the ID of that element which is the boxes that haven’t been opened yet.
7. When clicked I need to swap the image of the box to either a number or a mine and if (right clicked maybe) or hold the mouse left button change it to the flag
8. I need to have the mines hidden randomly behind the boxes.
9. I need a conditional statement so if the user wins or loses it will print
10. If the user clicks on a mine, he or she will lose
11. If they know the place of mine and they swap the box image with a flag, he or she is not losing, and the game goes on.
12. Around each of the numbers there will be the same number of mines of that number, so the logic is very difficult
13. If the player gets into all the boxes and the mine is not triggered the player wins