Minesweeper Rules

# Basics

-The game consists of an adjustable square grid. The game starts with every square covered and the user left clicks on any square to start the game.

-When a user left clicks a square, the square is either blank, contains a mine on it or has one or more mines next to it (number tile).

- If the user left clicks on a square with a mine on it the game ends, all the mines are displayed and the user loses.



# Number Tiles

-If a square has any amount of mines next to it, the square will display a number that says that amount of tiles a square is touching (including corners).

# Flags

-The user has the option to use flags

-By right clicking on an unclicked square, the program will put a flag on the square marking that it has a mine and the user will not be able to accidentally left click on that square.

-The program will not stop you from placing a flag if it is wrong and the flag can be removed by right clicking on the square containing the flag again.

-The program also gives a user a set number of flags equal to the amount of mines on the grid and each time a flag is used the number goes down.

# Objective

-The objective of the game is to clear every square that does not have a mine on it.

# Things to know

-Your first click will not contain a mine.

-If the user right clicks on a blank square, the program will automatically clear all the blank squares around it and the squares touching the outermost cleared blank squares (number tiles).

-The game displays a timer counting how many seconds the user has been playing since they clicked their first square, the timer will not stop the player, but used for player to time themselves.

