Mine Sweeper

OMG

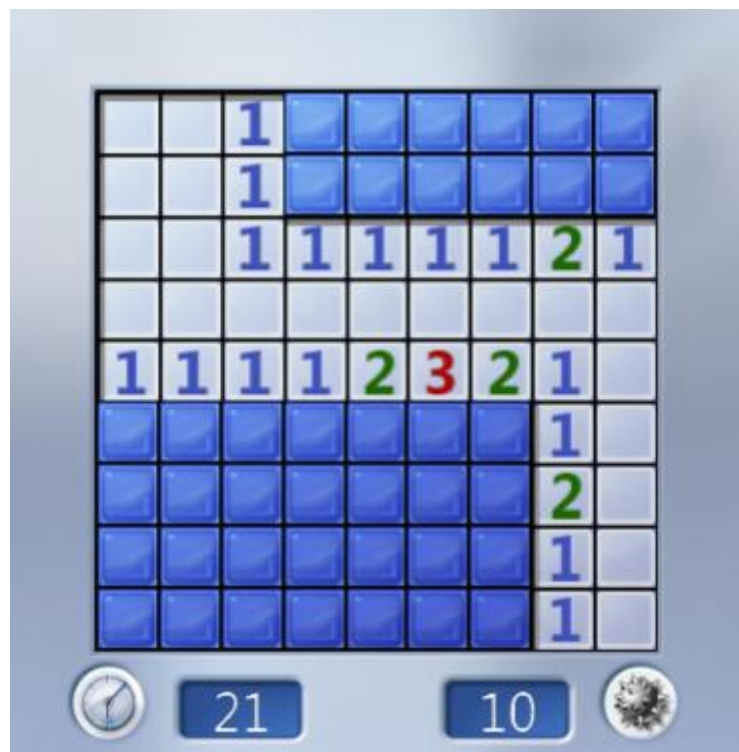### Coding Academy – Step 1

Your challenge is to create the Minesweeper game, and it's not an easy one. Let's practice some breaths.

Good.

Play the game a little bit and relax (you can play online here: http://minesweeperonline.com/).

Now think about it a little bit. It's a good thing we have studied about Matrixes. Isn't it?

Tips and Guidelines

As you know, there is usually more than one way to approach a challenge.

Just as a guideline, here are the functions I found myself writing:

`initGame`	
`setMinesNegsCount`	Sets mines-count to neighbours
`renderBoard`(board)	
`cellClicked`(elCell, i, j)	
`cellMarked`(elCell)	Called on right click
`checkGameOver`()	
`expandShown`(board, elCell, i, j)	Expand the shown class to neighbors (only 2 levels supported) At this point I needed to give each cell an ID (or a class) that looks like that: "cell-3-2" (3 and 2 are just examples)

Here are the globals I found myself needing:

`gBoard`	The model

`gLevel = {`
    `SIZE: 4,`
    `MINES: 2`
`};`
	This is an object by which the board size is set (in this case: 4*4), and how many mines to put

`gState = {`
    `shownCount: 0,`
    `markedCount: 0`
`}`
	This is an object in which I keep and update the current state