**Simplified Minesweeper**

Implement a simplified game of minesweeper using HTML+CSS+JavaScript. It comprises of  an m\*n grid with x number of hidden mines placed randomly on the grid. The user plays a guessing game of clicking cells on the grid as per the following rules:

1.If the cell has a mine underneath, the game is over

2. If the cell does not have a mine underneath, a number is displayed on the cell that denotes the number of mines in the adjacent cells.

Do’s & Don'ts

1. Do not copy the code from anywhere
2. You are free to use any framework of choice. Vanillajs is also fine.
3. Scalable solution is  a plus
4. Code needs to posted on Github.com and url to be shared
5. You are free to add more features