# ***Telerik Academy***

## ***Teamwork JavaScript UI & DOM***

### ***Team Jade***

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### ***Game Information***

**Game: Minesweeper**

Minesweeper is a single-player game. The object of the game is to clear an abstract minefield without detonating a mine.

**Game Overview**

The player is initially presented with a grid of undifferentiated squares. Some randomly selected squares, unknown to the player, are designated to contain mines. Typically, the size of the grid and the number of mines are set in advance by the user, either by entering the numbers or selecting from defined skill levels depending on the implementation.

The game is played by revealing squares of the grid by clicking or otherwise indicating each square. If a square containing a mine is revealed, the player loses the game. If no mine is revealed, a digit is instead displayed in the square, indicating how many adjacent squares contain mines; if no mines are adjacent, the square becomes blank. The player uses this information to deduce the contents of other squares, and may either safely reveal each square or mark the square as containing a mine.

In some versions, a question mark may be placed in an unrevealed square to serve as an aid to logical deduction. Implementations may also allow players to quickly "clear around" a revealed square once the correct number of mines have been flagged around it. The game is won when all mine-free squares are revealed, because all mines have been located.

### ***URL Of The Team GIT Repository***

**Link:** <https://github.com/Belev/TeamJade-JavaScriptUI-DOM>