Minesweeper Error List

# Error 1

This error is related to the basic setup of application. Look into Board.js file and find locations where values are set for Mines. Then figure out the anomaly in setting up mines.

------------------------------------------------------------ You will earn one badge for it

# Error 2

This error is related to the calculation of Mines for each box. This is a critical error and requires you to think much deeply into basic setup plus the calculations of mines per box. Look into Board.js and find a method relating to setting of Mines and identify the problem. HINT: You might want to increase mines number with one increment for each iteration.

------------------------------------------------------------ You will earn two badges for it

# Error 3

This error is not critical in nature but it violates some of the basic principles of minesweeper game. If this error is not removed, it would make it very difficult for players to count mines in adjacent columns and rows. HINT: Look into places where calculations are done as part of Board setup. Look into Board.ts file.

------------------------------------------------------------ You will earn two badges for it

# Error 4

This error is not critical in nature and is related to timer. Timer is always set to 5 when game begins. It should be set to 0. Look into Game.js file.

------------------------------------------------------------ You will earn one badge for it

# Error 5

There is an error when someone loses the game and the board is not revealed. Technically, once a person loses the game the whole board should be revealed. HINT: Look into Board.js file.

------------------------------------------------------------ You will earn two badges for it

# Bonus

Add functionality such that every time an empty box is hit, a popup message says “Congrats”.

------------------------------------------------------------ You will earn two badges for it