**Algorithm for Minesweeper**

* Declare two two-dimensional arrays (Foreground array and Background array)
* Assign foreground array with certain characters which can be displayed as the board of the game.
* Another array (Background array) will hold the randomly distributed numbers
* Create the orienting function which can print the two dimensional array in the console.
* Create a randomizer function which can randomly distribute numbers in an array
* Convert some numbers in the array to mines (Mining function)
* Create the function to handle the game loop and ask user to provide input (start game function)
* Create solve function to solve the logic for the given position (return the value obtained)
* Create another function (recursive function) which can clear the position which holds no mines in the surrounding
* If the position (user given) holds mine, display all the position that contains mines in them and print game over.
* Create function which checks if all the positions are unlocked and the mines are marked. (If mine are marked and all the positions are unlocked then display VICTORY)