The aim is to have different field variations (forest, sea, etc..)

The game is the same, it's the visuals who are different.
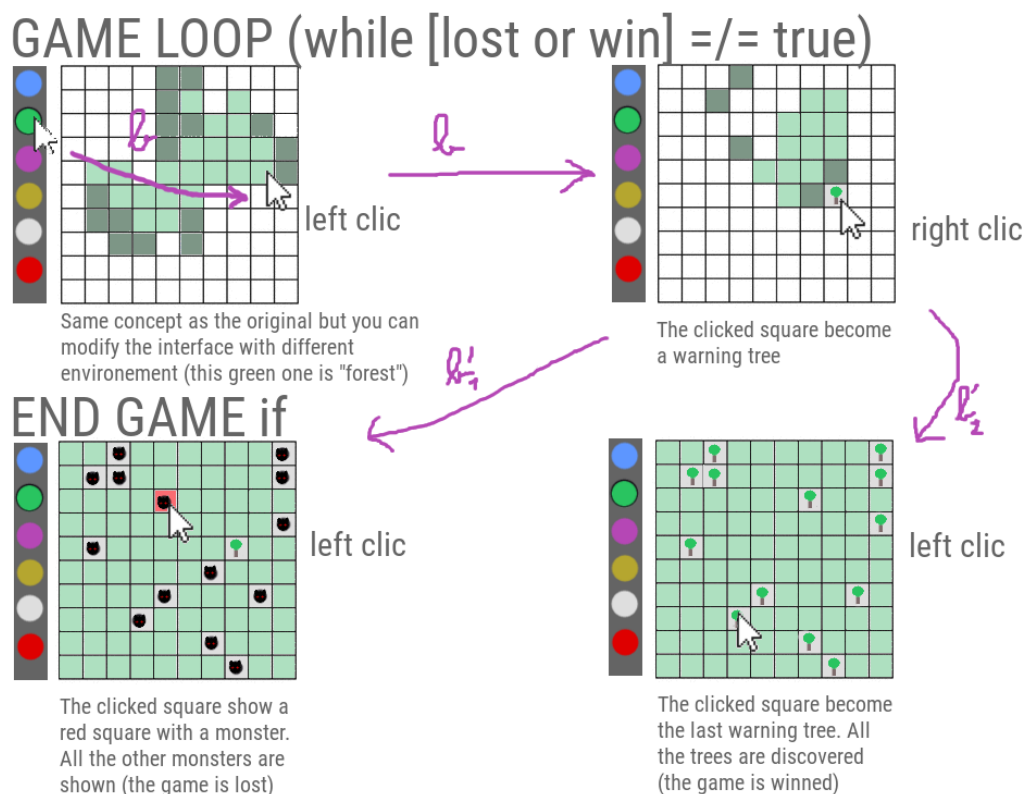
Functionalities of the actual version (minesweeper_v2) :

- Variations color buttons are supposed to change the set
- When a grid button is clicked, it change color
- Parameters buttons don't do anything at the moment (but they are presents)
- The whole window is resizable but in a quite absurd way