# Minesweeper – programmed in Python

This application was programmed by Oktay Özcan.

I used Visual Studio Code as an integrated development environment (IDE).

Currently the application is programmed in Phyton version 3.10.4, which could change with updates in the future.

The application represents the already wide known game called Minesweeper.

Minesweeper is a single-player puzzle video game. The objective of the game is to clear a rectangular board containing hidden "mines" or bombs without detonating any of them, with help from clues about the number of neighbouring mines in each field. The game originates from the 1960s, and it has been written for many computing platforms in use today. It has many variations and offshoots.

At the moment the game is working fine and you can play it as you should be able to.

Following optional functions, which aren’t included in the code and resulting not in the game:

* Reset button/press space to reset
* Timer
* Score
* Automatic field opening

These functions will be futured in coming releases.

Download link: <https://github.com/therealoggy1/Minesweeper>

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