Subject: iOS proposal
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This is the project proposal for Ricky Komer and I. Is this what you were looking for? We plan to build Repeewsenim, a minesweeper reboot. the game will function similarly to classic minesweeper but allow for better game customization.

Project Proposal: Repeewsenim

Screen 1: settings
This screen allows users to set the difficulty of the game.
This is done by allowing them to change the size of the grid.
Also, they can change the number of bombs. There is also a button to start the game.
When the start button is hit, the user is taken to screen 2.

Screen 2: game
This screen holds a grid with each square being able to hold a bomb, number, or nothing.
There is a button for "flag" which is a reminder to the user that when toggled places a flag on a space instead of revealing it.
This allows the user to mark where they think the bombs are. If a square is clicked without this active, the square is revealed.
If a player reveals a bomb, the game is lost. If the revealed tile is a number, the game continues.
Numbers indicate how many bombs are in squares adjacent to the number,
i.e. 1 means there is 1 bomb nearby and 8 means every adjacent square is a bomb.
If the revealed square is empty, all adjacent squares are revealed until all adjacent numbers are revealed and grid side walls are hit.
Once all non-bomb squares are revealed, the game is won.
There is another toggle available "?" for when the player is unsure whether they should reveal a square and want to mark it to come

back to later.
There is also a forfeit button that takes the user back to the settings screen to start again

Screen 3: victory/defeat
This screen will vary depending on the game outcome.
If the player reveals a bomb, they will be taken to a screen that says "boom" and "game over".
If the player wins the game, they will be taken to a screen that says "victory" and displays the time it took to clear the game.
Both screens will have a play again button to go back to screen 1.