

## Create a Mine Sweeper game.

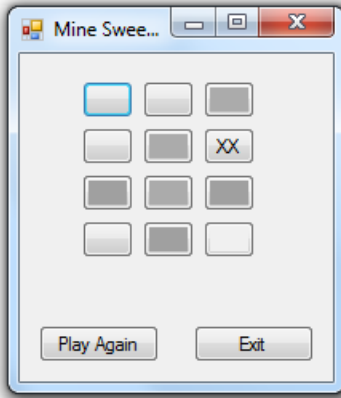
### Part 1

Randomly select the cell to hold the bomb.

Use buttons to represent each of the cells.

When a cell is clicked, background color should be changed to differentiate it from the unclicked cells.

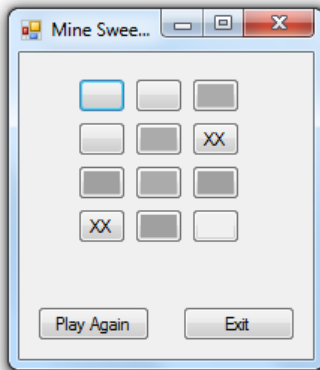
When the cell containing the bomb is clicked display XX or display the image of a bomb.



### Part 2

Determine the number of bombs one can set off before ending the game.

Use a counter to determine when the game ends.



### Part 3

Add a scoreboard and award points when a cell adjacent to a bomb(s) is clicked.

Use a 2-D array to calculate number of points awarded for each cell.

