Remix this project -> NORKA VERSION https://glitch.com/edit/#!/minesweeper-day2norka

1. Together time
2. Create a new css, one for bomb and one for flag (make them red/yellow)
3. If that click on a bomb, dont show a number, show the css
4. If they dont click on a bomb and the number is 0, dont show the number.
5. Exceeds: If they click on a blank, it should reveal all blanks that are close to it. So:
   a. Make a new function revealAdjacentBlanks(r,c) that will:
   b. Look at all squares touching (look at countBombsAround)
   c. If it doesn't have any bombs around it
      i. reveal it and add css style
      ii. Call revealAdjacentBlanks(r,c) again (because you might have more revealing to do.
6. Exceeds: Add flag. You will need the right click button:

```
// Right-click to flag/unflag
cellDiv.addEventListener('contextmenu', function(event) {
    event.preventDefault();  // Prevent the context menu from showing
```

Day3:
1. When a bomb is clicked-> have it do alert('GAME OVER');
2. Exceeds: Have a boolean gameOver originally false. If bomb is clicked, gameOver should be true, AND they shouldnt be able to move again.
3. ExceedsUse bomb image/flag image. Images here:
   https://github.com/nickarocho/minesweeper/blob/master/images/bomb.png

Solutions:

1. Create a new css, one for bomb and one for flag (make them red/yellow)

```css
.bomb{
   background-color:red;
}

.flag{
   background-color:yellow;
}
```

2. If that click on a bomb, dont show a number, show the css

```javascript
if (board.grid[r][c].isBomb)
  cellDiv.classList.add('bomb');
```

3. If they dont click on a bomb and the number is 0, dont show the number.

```javascript
else if (board.grid[r][c].bombsAround>0)
  cellDiv.innerHTML = board.grid[r][c].bombsAround;
```

4. Exceeds: If they click on a blank, it should reveal all blanks that are close to it. So:

```javascript
else
  board.revealAdjacentBlanks(r,c);
```

    a. Make a new function revealAdjacentBlanks(r,c) that will:

    b. Look at all squares touching (look at countBombsAround)

    c. If it doesn't have any bombs around it

       i. reveal it and add css style

       ii. Call revealAdjacentBlanks(r,c) again (because you might have more revealing to do.

```javascript
revealAdjacentBlanks(row, col) {
    for (let r = row - 1; r <= row + 1; r++) {
        for (let c = col - 1; c <= col + 1; c++) {
            if (this.countBombsAround(r,c)==0 && !this.grid[r][c].isRevealed) {
                this.grid[r][c].isRevealed = true;
                this.grid[r][c].div.classList.add('revealed');
                this.revealAdjacentBlanks(r,c);
            }
        }
    }
}
```

5. Exceeds: Add flag, oh boy. You will need the right click button:

```javascript
// Right-click to flag/unflag
cellDiv.addEventListener('contextmenu', function(event) {
    event.preventDefault();  // Prevent the context menu from showing

    // Toggle flag state
    if (!board.grid[r][c].isRevealed) {
        board.grid[r][c].isFlagged = !board.grid[r][c].isFlagged;

        if (board.grid[r][c].isFlagged) {
            cellDiv.classList.add('flag'); // Add flag class to the cell
        } else {
            cellDiv.classList.remove('flag'); // Remove flag class from the cell
        }
    }
});
```

Together: https://node-2-mines.glitch.me
And https://node-2-mines.glitch.me/control