Pictures Needed

Note the filenames.

Game screen elements.

0.jpg

1.jpg

2.jpg

3.jpg

4.jpg

5.jpg

6.jpg

7.jpg

8.jpg

9.jpg

10.jpg

cover.jpg

flag.jpg

Minesweeper_screens

Minesweeper Game

Current Turn:

Reset | Instructions | Settings | Next

Minesweeper_screens running...
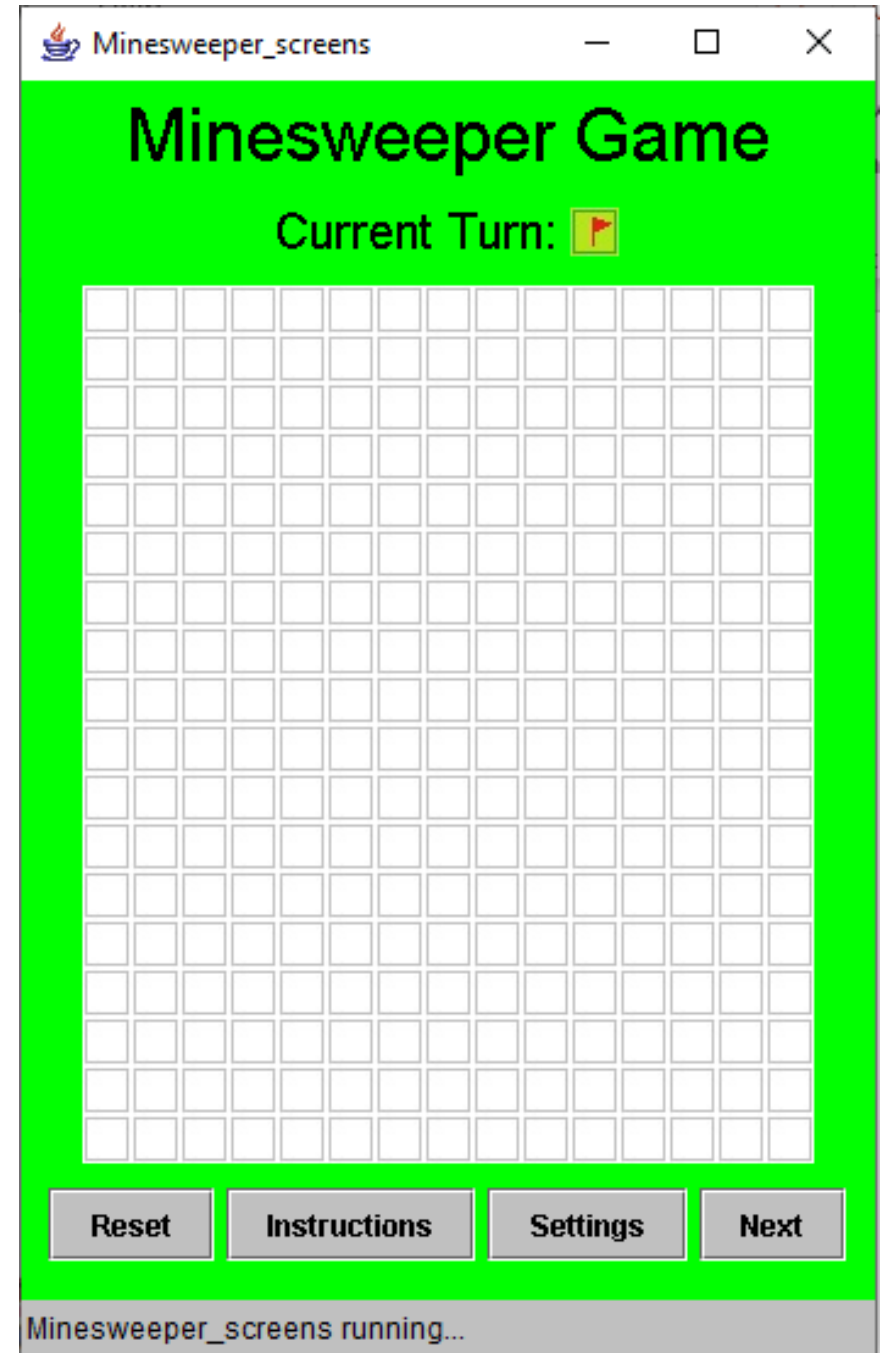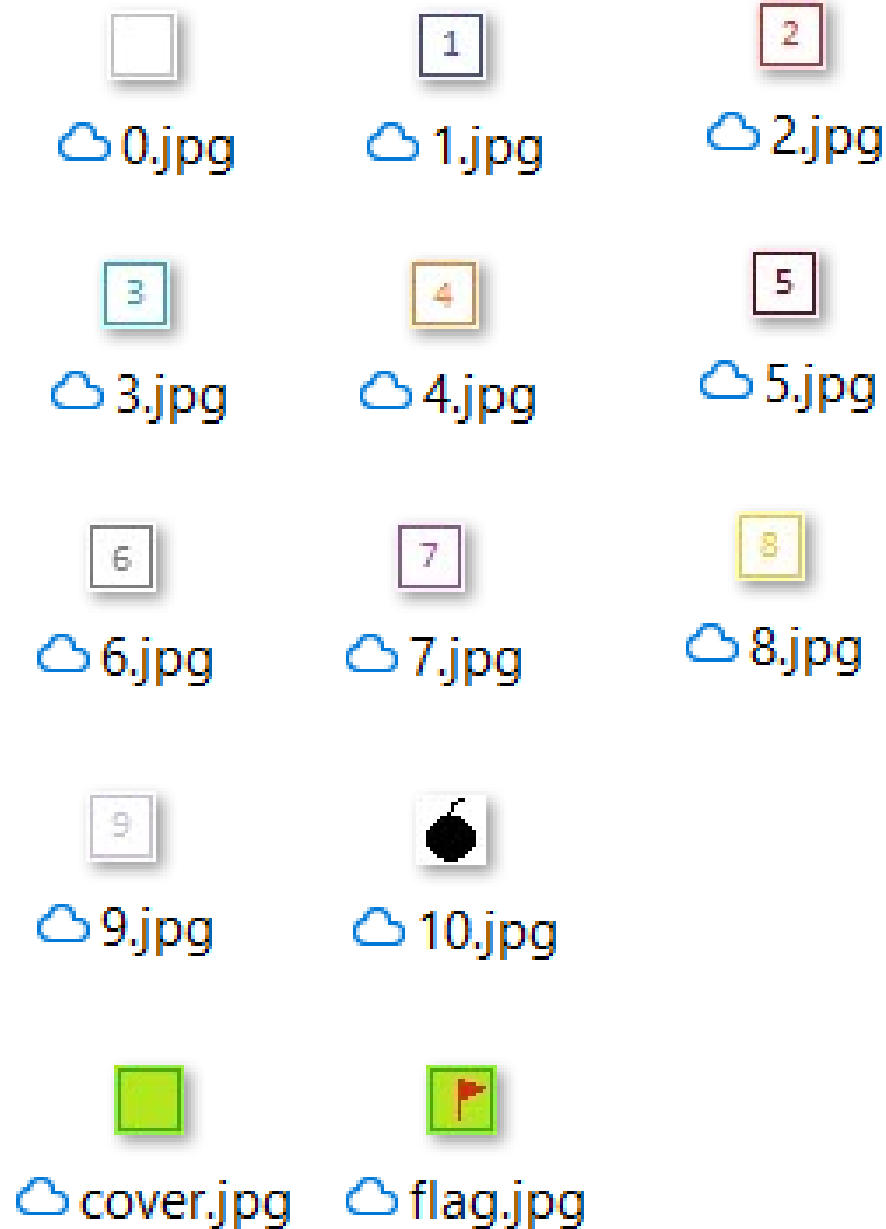
```java
//Game screen
JLabel turnPic;
int turn = 1;
int last = -1;
//grid
int row = 18;
int col = 15;
JButton a[] = new JButton [row * col];
int b[] [] = new int [row] [col];
int show[] [] = new int [row] [col];
int flags[] [] = new int [row] [col];

int levelCount = 10;


//Formatting
Color backgroundColour = Color.green;
Color buttonColour = Color.lightGray;
Color buttonText = Color.black;
Color titleColour = Color.black;
Font titleFont = new Font ("Arial", Font.PLAIN, 30);
Font promptFont = new Font ("Arial", Font.PLAIN, 20);
Dimension boardSquare = new Dimension (20, 20);
```