





cx above 0

SquarePrint

Printing a red/green square in a random spot in the grid

Check if new keyboard input

No

pop cx

Choose two random spots in grid and delete them

Deletes whether the spots are with a colored square or not

pop timer's x value

Yes

loop on gm (30 times)

No

receive input from keyboard

check if that number is currently activated (if so, key(number) = 1)

cx = 0

Yes

ScoreUp

increase score according to type of square and delete that spot









