int gameover=0;

int redLED=3;

void setup(){

pinMode(8,INPUT);

pinMode(2,INPUT);

pinMode(12,INPUT);

pinMode(3,OUTPUT);

pinMode(4,OUTPUT);

pinMode(5,OUTPUT);

}

void loop(){

int switchState1 = digitalRead(8);

int switchState2 = digitalRead(12);

int switchState3 = digitalRead(2);

if (gameover==0){

digitalWrite(3,LOW);

digitalWrite(4,LOW);

digitalWrite(5,LOW);

//

}

if (switchState1 == HIGH ){

digitalWrite(4,HIGH);

digitalWrite(5,HIGH);

delay(600);

digitalWrite(4,LOW);

digitalWrite(5,LOW);

delay(600);

gameover=1;

}

if (gameover==1) {

digitalWrite(3,HIGH);

delay(600);

//game start

if (digitalRead(2)!=redLED){

gameover=2;

//

}

digitalWrite(3,LOW);

delay(600);

digitalWrite(3,HIGH);

delay(600);

digitalWrite(3,LOW);

delay(600);

digitalWrite(3,HIGH);

delay(600);

digitalWrite(3,LOW);

delay(600);

digitalWrite(3,HIGH);

delay(600);

}

if (gameover==2){

digitalWrite(3,HIGH);

digitalWrite(4,HIGH);

digitalWrite(5,HIGH);

delay(1000);

gameover=0;

}

}

//