* set up environment
* clear any needed inputs
* begin timerscript
* Wait for input
  + If input is abort, then abort script
  + Else if input is timerReset, then reset timerScript
  + Else if input it teamBuzzer, then execute teamBuzzerScript
  + Else if input is teamReset, then reset teamBuzzerScript
  + Else if input is other, then ignore
* Timeout and abort script after 1 hour\

timerScript:

* Set variable time to 15
* While variable time is > 0{
* Display variable time on LCD Screen
* Wait 1 second
* Subtract 1 from variable time}
* Play tone endlessly (until timerScript is reset)

teamBuzzerScript:

* Check input:
* If input was from “A” only,then test if “A” = 0
  + If “A” = 0,
  + then check if teamsBuzzedIn =0
    - If teamsBuzzedIn does not = 0, check how many teams have buzzed in previously
      * If teamsBuzzedIn = 1, assign 2 to “A” and set teamsBuzzedIn = 2
      * Else if teamsBuzzedIn = 2, assign 3 to “A”
      * Else Assign 0 to “A” (This should only show in case of error)
    - Else Assign 0 to “A” and set teamsBuzzedIn to 1
* Else If input was from “B” only, then check if teamsBuzzedIn =0
  + If teamsBuzzedIn does not = 0, check how many teams have buzzed in previously
    - If teamsBuzzedIn = 1, assign 2 to “B” and set teamsBuzzedIn = 2
    - Else if teamsBuzzedIn = 2, assign 3 to “B”
    - Else Assign 0 to “B” (This should only show in case of error)
  + Else Assign 0 to “B” and set teamsBuzzedIn to 1
* Else If input was from “C” only, then check if teamsBuzzedIn =0
  + If teamsBuzzedIn does not = 0, check how many teams have buzzed in previously
    - If teamsBuzzedIn = 1, assign 2 to “C” and set teamsBuzzedIn = 2
    - Else if teamsBuzzedIn = 2, assign 3 to “C”
    - Else Assign 0 to “C” (This should only show in case of error)
  + Else Assign 0 to “C” and set teamsBuzzedIn to 1
* Else If input was from multiple, assign to one randomly and carry out prior teamBuzzerScript accordingly.
* Else If input was teamReset, set “A”,”B”, and “C” to 0, and set teamsBuzzedIn to 0
* Else do nothing (add this if will help syntax or if it is possible for an else situation to occur and that would cause errors.)

Abort Script:

* End Code (a safe shutdown for the program)