

Local variables of the three modules and their purpose.

Manager		Patient		Gameplay	
CurrenSession	Integer representing the total sessions played	HaveToBegin	Boolean indicating the patient have to start play	TimerToSpawn	Integer representing the countdown before creating a new ball
HaveToPrepareSession	Boolean indicating if the Manager has to change the difficulty and update the session counter	RecoveryT	Integer representing the countdown before the patient is ready to throw a ball again	FewBallsOnTableT	Integer that represents how much time for the current session there were less or equal to FewObjectsOnTableLimit
RunningSession	Boolean indicating if the session is been played	PrematureEnd	Boolean indicating if the patient has left the game before the end or tecnical problems	InGameGoBallsC	Integer representing how many Go balls are available to be thrown
GameMatchIsOver	Boolean indicating if the game match is over	CorrectThrowsC	Integer representing how many total correct throws were made during the current session	InGameNoGoBallsC	Integer representing how many NoGo balls are available to be thrown
ActiveTicks	Integer variable that influences the spawn rate of the balls, affecting the difficulty simulated	WrongThrowsC	Integer representing how many total wrong throw were made during the current session		
		ThrowMadeType	Integer representing the current throw made by the patient. The values it assumes indicate respectively: 0 - None, 1 - Correct Go Ball, 2 - Wrong Go Ball, 3 - Correct NoGo Ball, 4 Wrong NoGo Ball		
		NoGoWrongThrowsC	Integer representing how many NoGo balls were mistakenly thrown in the Go container		