Game code needs to:

- Take API input and store into level array
- FUNCTION: Repeat for however many levels (3 if training, x if testing)
    - Select a random level from the level array
    - Store string attributes of random level
    - Take user inputted buttons and store into string attributes
    - Compare random level string attributes against user inputted string attributes
    - Number of correct matches = number of accumulated points
    - Store accumulated points as score

Mobile application code needs to:

- Take user button input
- SWITCH: Check users' input if continue button input (switch (buttonid)):
    - If buttonid is (begin_training) then open the training view
    - If buttonid is (begin_testing) then open the testing view
    - If buttonid is (training_continue) then open the next training view
    - If buttonid is (testing_continue) then open the next testing view
    - If buttonid is (button_input_continue) then continue to score view
- IF view is (button_input_training_view OR button_input_testing_view)
    - Receive button input
    - Convert button ID into button string attributes
    - Send string attributes into game code function
    - Receive score value