

On the Subject of Needy Flower Mash

Mash it till it's just right... NOT TO EAT!!!

This needy module has a display with 7 flowers that will randomly have a color every time it gets activated.

The colors in order should be blue, green, indigo, orange, red, pink, yellow.

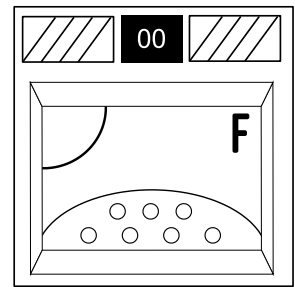
It also has a letter with a color that will also change whenever the needy is activated.

The display in the module will have either a day or a night scene and it changes every needy activation.

You will have 30 seconds to input a specific flower color.

A strike will occur whenever the defuser inputs the wrong color.

To cycle through the colors simply click on the flower field and they will change their colors.



Solving the needy

- The defuser must submit either the color of the letter or the color that has it's first letter as the displayed one.
- If the scene is a day scene:
 - And the last digit of the serial number is even, then the submission should be the color of the letter in the display.
 - Else the submission should be the color that has the same first letter as the letter display.
- If the scene is a night scene:
 - And the last digit of the serial number is even, then the submission should be the color that has the same first letter as the letter in the display.
 - Else the submission should be the color of the letter in the display.