PLAY() FUNCTION

Display sentence and carot symbol → start a timer

Loop

timer goes off ? — YES → return FALSE

No

read a character

input matches char pointed by ^ ?

Yes → update the ^ position

No

ESC → END

^ symbol at end of sentece ?

YES → return TRUE

No

Trace round number

Level - n

Get a random sentence for current level

Random sentence of level n

play(sentence) ?

Failure → Display Timeout message → END

Success → Display current round complete message

Completed final round ?

No

YES → Display the Congrates message → END

DATA

Level0	Level1	Level2
-	-	-
-	-	-

Function(n)