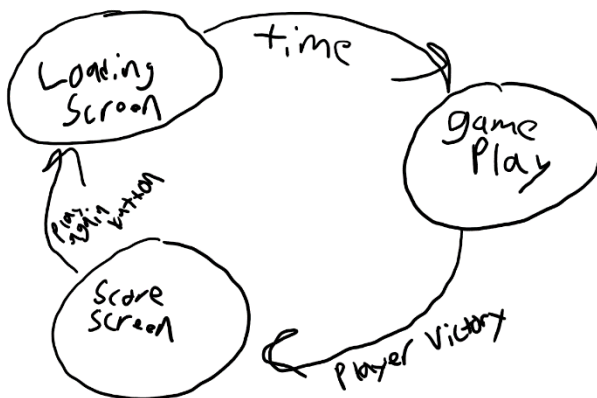1. The value a is always going to be set to 1
2. It gets set to 1
3. It gets set to 0
4. Data
5. It turns into whatever D is
6. Set write enable set and cleared
7. The single write enable

8.

data

Convert data
to decimal

data=0   data≠0

Off   On

9.

Loading
Screen

time

game
Play

play again button

Score
Screen

Player Victory