



`compPlay()`

`compPlay()` is called when the game is started. This is how the computer plays the sequence that the player must copy.

This function is run once each second until `j` is equal to the round number. So in round 1; the it displays the first colour in the random sequence and when it enters its second loop deactivates all colours. Now `j=1`, and therefore the `compPlay` is stopped.

When `playersTurn = TRUE`, the event listeners begin to listen out for the players colour presses.

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