1. Start
2. Shuffle symbols
3. Create buttons to assign symbols to
4. Was a button pressed? (Decision)
5. If so, was it the first button of 2 pressed? (Decision)
6. If so, wait until player presses a second button
7. If not, check if they match
8. Do they match? (decision)
9. If so, keep both displayed
10. If not, hide both again
11. Are there any more matches to be made? (Decision)
12. If so, continue at step 4
13. If not, display “Congratulations!” to the player
14. End

