

START

Main menu

main_menu.c

show menu

menu_utils.c

shows the menu on the screen

Game loop

game.c

handles the main game logic

Game graphics

gameGraphics.c

shows the game state on the screen
controls the LEDs

Knobs

knobs.c
handles knob input

stdin

non_block.c

Pause menu

pause.c

handles the pause options

Win menu

win_menu.c

shows who won

transfer of control

input data

output data

control nodes

input nodes

output nodes