Input controls, left button and right button, middle button, switch (hard mode or easy mode)
Output controls, sound and led, serial monitor

Once the board is on, it immediately starts the game. When the LED is red, press the left button, and when the LED is green, press the right button. On easy mode, you have a time limit of 3 seconds to react, and when on hard mode, you only have one second to react. As well as that, on easy mode, you have 3 lives or tries, and when you're on hard mode, you only have one life. Everytime to press the right button, it adds a score to your overall in the serial monitor. As well as that, it counts as a new "highscore" so it tells you that you pressed the right button. When you run out of lives, the sensor will make a series of pitches in decreasing tone, signifying you "died" or are out of lives. How to switch from hard mode and easy mode is using the slide switch, left is easy, and right is hard. After you run out of lives, it immediately restarts the game so you can try again.
Definition sheet:

Left button
- Function: Input control
- Rawrange: Digital, either pressed or not
- Usage: to signify that I reacted to the red LED

Right Button
- Function: Input control
- Raw range: digital, either pressed or not
- Usage, to signify that I reacted to the green LEd
Sound:
- Function: generates a sound input, either melodies, pitches, or whatever you desire
- Raw Range: 0-1023
- Usage: To signify that a person either got the reaction right or to show that you ran out of lives
LED:
- Function: Visual Output
- Rawrange: RGB, (0-255)
- Usage: Indicate for you to react to it
Slide Switch:
- Function: Toggle on and off and to switch the mode of the board or add another version to the board
- Raw range: Binary, 0 or 1
- Usage: To switch between easy and hard mode for the game
- Left position is false, aka easy mode
- Right positon is true, aka hard mode