**CAL - Initial plan for assembly project**

1. Put a timer (before starting and between two sequence)
2. Find how to turn on a led randomly
3. Use register to save the randomly sequence
4. Make a real-time comparison between the randomly sequence and user input
5. Make a way for the user to see if he made a mistake
6. If wrong input then try again (number of life) (how many time he can retry, how many live left)
7. Make a way to see if input correctly the sequence
8. Make a way to see when the game ends.
9. Give him 10000000 kr.