

Before Game

Interface

```
let Sequence : String[] = ["Sequence 1", "Sequence 2", "Sequence 3", ...],
let time total : number = X # total time
let time before start : number = X # time before start
let enterSequence : String[]
```

add Event Listener "click"

[press any key]

enter or choose sequence

[enter]

[choose]

input +  
push in "enter  
sequence"

choose  
"Sequence X"

click  
random  
Sequence

choose  
"Sequence X"

let enterSequence : String[] = [ ]

let Sequence : String[] = [ chosen Sequence ]

Total time  
Time before start

```
let time before start : number = value # time before start
let time total : number = value # total time
```

add Event Listener "start"

[Game Start]