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| Function | Input | Output | explain |
| Board() |  | array | Defines a 6x6 array. |
| colourMatch() | Coordinates | Bool | If all selected tiles match in colour; return true |
| removeTile() | colourMatch(Bool), Coordinates,  array | Array, count | It takes the array value and replaces it with a flag. |
| addTile() | array | ColourValue,  array | Check each column of the array, cell by cell and if a cell is flagged it replaces it with the # of flagged cells above it.  If there are no more tiles above, then add random. |
| userInput() |  | Coordinates | Asks the user to input a set of coordinates.  Enter “STOP” to end the game |
| Score() | Count | Score | Counts the number of tiles removed |