CART ihit, main mence in game FPGA Game Pregare Pregame try - except? init values scove, round start Poset limor, applate
scove, reset sile Round Start Send Line ratio

Send draw command [T] Playor Drawing Draw loop process 2, 2 send X, Y and inputs time ratio Sand wait Player not draw Command [t]Soud Process Line drawing Game end send game over command close Gile Gane end