Program Events:

1. Program Start
2. Action of Entering text for Red Player
   1. Verify if the value entered is valid
      1. If valid -> Accept value
         1. Check if token limit has been reached
            1. If limit has been reached -> Red wins
            2. If not -> Go to step 3
      2. If not valid -> Do not accept the value
3. Action of Blue Player entering text
   1. Verify if the value entered is valid
      1. If valid -> Accept value
         1. Check if token limit has been reached
            1. If limit has been reached -> Blue wins
            2. If not -> Go to step 2
      2. If not valid -> Do not accept the value