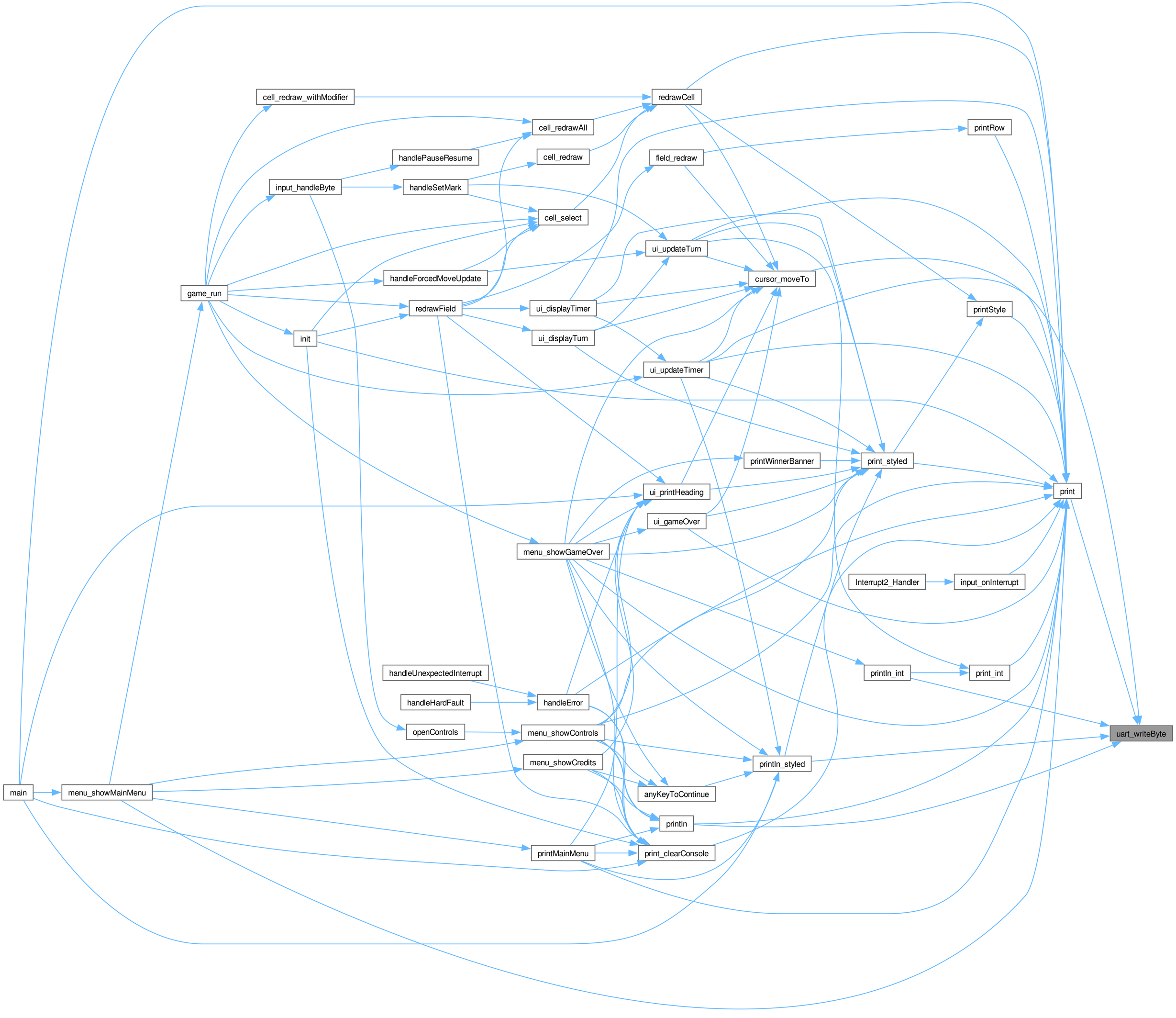
cell_redraw_withModifier
redrawCell
cell_redrawAll
printRow
handlePauseResume
cell_redraw
field_redraw
input_handleByte
handleSetMark
cell_select
ui_updateTurn
handleForcedMoveUpdate
cursor_moveTo
game_run
redrawField
ui_displayTimer
printStyle
init
ui_displayTurn
ui_updateTimer
printWinnerBanner
print_styled
print
ui_printHeading
ui_gameOver
menu_showGameOver
Interrupt2_Handler
input_onInterrupt
println_int
print_int
handleUnexpectedInterrupt
handleHardFault
handleError
openControls
menu_showControls
uart_writeByte
menu_showCredits
println_styled
anyKeyToContinue
println
main
menu_showMainMenu
printMainMenu
print_clearConsole