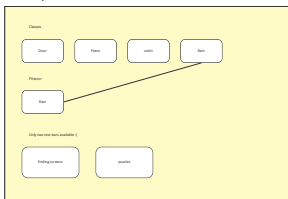**Game Flow Logic**
- Player starts in the room with visible puzzles (piano, violin, portraits).
- Clicking a puzzle opens it in detail.
- Solving a puzzle reveals a number clue and activates the back button.
- Player returns to the main room to solve another puzzle.
- Once all clues are collected, players use the three number combination and go to the door to type it using the pin pad.
- Player enters the correct code to win or loses if the timer expires.

Components

Classes
| Door | Piano | violin | Door |

Pianos
| Piano |

Only new text here available :(
| Ending screens | puzzles |

Array

| sounds | size |

Global variable

| Boolean (riftythsm) check if dingasminca setting real's existing content | Boolean (is win when the timer came off) | Boolean (when player when the typing correct three digits | Boolean for tracking if piano puzzle is solved | Boolean for tracking if violin puzzle is solved | Boolean for tracking if portrait puzzle is solved | Int current puzzle to track which puzzle is currently active | sound files | images |

setup

| Set size 600x600 | isPlaying is true | mouse is false | isWon is false | load pictures | load sounds | Door-2rng the | sensitive object | Piano object | Composer quiz object | Violin object |

Piano object children: | keyboard visual | note sequence | interactive |
Violin object children: | visual and quiz logic | see buttons for solving the violin |

draw

start:
| background |
↓
| check game state |
↓ → | isPlaying is true | → | reset which puzzle is currently active to display whichever | → | draw puzzles (piano, violin, portrait) | → | draw piano pinam act | → | check if puzzle is active | → | show whole puzzle (game key, violin raning quiz) | → | display window + win |

| display winning screen | ← | isWon is true |
| display restart button | ← (green)

isWon is true: | isWon is true | (red)
↓
| display game over screen |
↓
| display restart button | (green)

| Display clue |
↓
| Display back button | (yellow)

user defined functions (voids)

| Back button (return) | (yellow)
↓
| return to main room (current puzzle = null) |

| Restart button | (yellow) → | reset timer | → | reset puzzles | → | set game state to playing |
↓
| display ending screens | | main room | | portraits |

| end game |
↓
| isPlaying = false | | isLost = true |

| win game |
↓
| isPlaying = false | | isWon = true |

| display win |

mousePressed

| Restart game on restart button | (yellow)
| back button after completing puzzle | (yellow)
| click into puzzles |