Number Tile Game Project
Clarified Steps 48 and 49

48. Inside the if clause you added in Step 46, add an if statement to determine when to make the tile invisible (after it's done blinking). Note that I've already included `elapsedBlinkMilliseconds` and `TOTAL_BLINK_MILLISECONDS` fields for you to use for this. You'll need to update the elapsed blink milliseconds field by adding `gameTime.ElapsedGameTime.Milliseconds` to it before deciding whether or not to make the tile invisible (Chapter 7, Week 3 for timers)

49. Add an else clause to the if statement you added in the previous step to update the animation frame as appropriate. I've already included `elapsedFrameMilliseconds` and `TOTAL_FRAME_MILLISECONDS` fields for you to use for this. Add `gameTime.ElapsedGameTime.Millisconds` to the elapsed frame milliseconds field, then use the new value to decide when to change to a new animation frame. To change frames in the blinking animation, you need to move the source rectangle left or right (depending on where the source rectangle currently is) after each frame ends to change the texels being displayed. Make sure you reset `elapsedFrameMilliseconds` back to 0 as well. (Chapter 7, Week 3)