var square = [10, 5, 5, 5, 5, 5, 10, 5, 5, 5, 5, 5];

var endingSquareValue; (the array value)

var endingSquare; (the array)

function checkEmptyForScore() {

if (square[endingSquare + 1] == 0) {

return true;

}

Return false;

}