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

var selectedSquare; (an integer value)

var selectedSquareNumber; (number of array)

var selectedDirection; (0 == left; 1 == right)

var holdingGem; (an integer value)

function spreadingGem() {

if (selectedDirection == 0) {

for (int n = holdingGem; n == 0; n--) {

reducingGem();

//selectedSquare = 0; Reset square function

square[selectedSquareNumber + 1]++;

selectedSquareNumber++;

}

}

if (selectedDirection == 1) {

for (int n = holdingGem; n == 0; n--) {

reducingGem();

//selectedSquare = 0; Reset square function

//keepSpreading function (checking array[0] to array[11])

square[selectedSquareNumber - 1]++;

selectedSquareNumber--;

}

}

}