Барање 1: Промена на секвенцата во обратен редослед

```
# lista so obraten redosled
reversedPattern = list(reversed(pattern))

# proverka na nova lista
if clickedButton and clickedButton == reversedPattern[currentStep]:
    # pushed the correct button
    flashButtonAnimation(clickedButton)
    currentStep += 1
    lastClickTime = time.time()

    if currentStep == len(pattern):
        # pushed the last button in the pattern
        changeBackgroundAnimation()
        score += 1
        waitingForInput = False
        currentStep = 0  # reset back to first step
```

Барање 2: Сетирање на TIMEOUT во глобална променлива на број 5, а потоа се прави проверка на секои 10 промени

```
# 5 sekundi na pocetok
TIMEOUT = 5  # seconds before game over if no button is pushed.
```

```
# Proverka dali borjot e deliv so 10
if patternChanges % 10 == 0:
    TIMEOUT = max(1, TIMEOUT - 1)
for button in pattern:
    flashButtonAnimation(button)
    pygame.time.wait(FLASHDELAY)
waitingForInput = True
```

Барање 3:

Прво се прави проверка дали требада се зголеми табелата, а потоа се додаваат ново дефинирани копчина

```
# proverka dali treba da se zgolemi tabelata
if score % 10 == 0 and score != 0:
    DIMENSION += 1
    WINDOWWIDTH = 640 + (DIMENSION - 2) * (BUTTONSIZE + BUTTONGAPSIZE)
    WINDOWHEIGHT = 480 + (DIMENSION - 2) * (BUTTONSIZE + BUTTONGAPSIZE)
    global NEWRECT1, NEWRECT2, NEWRECT3, NEWRECT4, NEWRECT5
```

```python
def drawButtons():
    pygame.draw.rect(DISPLAYSURF, YELLOW, YELLOWRECT)
    pygame.draw.rect(DISPLAYSURF, BLUE, BLUERECT)
    pygame.draw.rect(DISPLAYSURF, RED, REDRECT)
    pygame.draw.rect(DISPLAYSURF, GREEN, GREENRECT)

    # Zgolemuvanje na brojot na kopcinja
    if DIMENSION > 2:
        pygame.draw.rect(DISPLAYSURF, GREEN, NEWRECT1)
        pygame.draw.rect(DISPLAYSURF, BLUE, NEWRECT2)
        pygame.draw.rect(DISPLAYSURF, RED, NEWRECT3)
        pygame.draw.rect(DISPLAYSURF, YELLOW, NEWRECT4)
        pygame.draw.rect(DISPLAYSURF, BLUE, NEWRECT5)
```