Due to the mouse buffer process, it is possible to buffer up mouse presses, this results your next turn automatically been selected after the select pairs has been called. This is due to the condition that after two cards have been selected it keeps registering events. A more effective structure is creating a condition in which once two cards have been selected, discard any other presses until the select pairs button has been pressed.

There are also no constraints between the players and the controllers. Due to this, there is no control in the system.