Woo

Please enter the gamemode you want to play

if input is 1 — false → **if input is 2** — false → **if input is 3** — false → **if input is 4** — false → **if input is 5** — false

if input is 1: true → **new Classic game**

if input is 2: true → **input board size** → **new CustomBoard game**

if input is 3: true → **new Anti game**

if input is 4: true → **input two directions** → **new Restrict game**

if input is 5: true → **new vsComputer game**

Game is running

if end condition met — true → **if vsComputer** — true → **if player score > cpu score**

if end condition met: false → Game is running

if vsComputer: false → **Finish**

if player score > cpu score: true → **WIN**

if player score > cpu score: false → **if player score < cpu score**

if player score < cpu score: true → **LOSS**

if player score < cpu score: false → **TIE**

WIN → Finish

LOSS → Finish

TIE → Finish

Finish