* Cards
  + Each card is represented by a number (0 to 39)

Arrays hold information about each card

Values [40] value of card

Matched [40]

Variables to keep in registers:

* + Game State:
    - Marked Card (Card w/ red box around it)
    - Number of cards showing
    - First selected card
    - Second selected card
    - Golden card
    - Number of unmatched cards
  + Game clock
    - Minutes left in game clock
    - Tens of seconds left on clock
    - Second left in game clock
  + Timer Events (in milliseconds)
    - Time of last update on game clock
    - Time of selection of second card
    - Time of last selection of golden card

One possible mapping of variables:

* + $t0 - $t5: temp registers
  + $s0 - $s1: saved registers
  + $t6 - $t9, $s2, $s2 - $s7 and $k0 - $k1: global variables

Main Loop:

* + #initialize everything
  + Timer:
    - #check for key press
    - #check for clock timer
    - #check for pair card timer
    - #check golden card timer
    - #check exit condition (clock expires or number of cards left to match is 0)
  + J time

Timers

* + Syscall 30 returns time in milliseconds
  + Initialize saved time to current time
  + Inside main loop:
    - Read current time
    - If current time > save time + 1000
      * Timer expired
      * Update saved time

Useful functions

* + drawCard (int card, int font)
    - card is number between 0-39
    - font is index into array of fonts (0-15)
    - use array to store the location to draw each card
    - can be extended to draw clock (card >= 40)
  + drawmark (int card, int color)
    - - draws or clears box around card
    - - call after redrawing the marked card
  + Rand40()
    - Return random number between 0 and 40
    - Used for selecting golden card