

```
106  /// The events that occur upon a loss
107  ///
108  void DoLoseProcess(){
109      Lose();          // Flash all the LEDS quickly (see Lose function)
110      delay(1000);
111      playSequence();  // Shows the user the last sequence – So you can count remember your best score – Mine's 22 by the way :)
112      delay(1000);
113      Reset();         // Reset everything for a new game
114  }
```