```
#define PLAYER_WAIT_TIME 2000 // The time allowed between button presses - 2s

byte sequence[100];           // Storage for the light sequence
byte curLen = 0;              // Current length of the sequence
byte inputCount = 0;          // The number of times that the player has pressed a (correct) button in a given turn
byte lastInput = 0;           // Last input from the player
byte expRd = 0;               // The LED that's suppose to be lit by the player
bool btnDwn = false;          // Used to check if a button is pressed
bool wait = false;            // Is the program waiting for the user to press a button
bool resetFlag = false;       // Used to indicate to the program that once the player lost

byte soundPin = 5;            // Speaker output

byte noPins = 4;              // Number of buttons/LEDs (While working on this, I was using only 2 LEDs)
                              // You could make the game harder by adding an additional LED/button/resistors combination.
byte pins[] = {2, 13, 10, 8}; // Button input pins and LED ouput pins - change these vaules if you wwant to connect your buttons to other pins
                              // The number of elements must match noPins below

long inputTime = 0;           // Timer variable for the delay between user inputs

void setup() {
  delay(3000);                // This is to give me time to breathe after connection the arduino - can be removed if you want
  Serial.begin(9600);         // Start Serial monitor. This can be removed too as long as you remove all references to Serial below
  Reset();
}
```