DESCRIPTION OF OBJECTS IN SequenceMemory.java

Variables:

GridPane root: The pane that has all of the items shown in the Sequence Memory GUI.

Label roundLabel: This label indicates how many rounds the user has played.

Int roundNum: The number of rounds the user has played.

Button[] buttons: the array of the 9 buttons that are used in the game.

Label failLabel: Appears when the loser loses to indicate that they lost.

Int[] compSequence: The sequence of which boxes change color.

WriteCSV writeCSV: An object used to write results to the csv.

Functions:

SequenceMemory(WriteCSV writeCSV): Constructor that sets up the GUI and initializes all variables.

    Param writeCSV: The object that will be used to write the final scores to the CSV file.

reset(ActionEvent actionEvent): Resets the game.

start(ActionEvent actionEvent): Starts and runs the game.

correctPush(): Runs the events when the user selects the correct button in the sequence.

incorrectPush(: Runs the events when the user selects the incorrect button in the sequence. Also ends the game.

getRoot(): returns the pane that is the game's GUI.

injectBackArrow(Button back): injects a button to return the user to the home screen.

    Param back: The button to be injected.