MEMORY GAME FLOW

START → init Game

init Game → first time?

first time? — Yes → init color picker

first time? — No → color cards

init color picker → create cards

create cards → color cards

color cards → start timer

start timer → hide cards colors

hide cards colors → mark current card

mark current card → user picks a color

user picks a color → correct color?

correct color? — No → notify "Wrong Answer"

correct color? — Yes → last card?

last card? — No → mark next card

last card? — Yes → notify "You Won!!!"

mark next card → user picks a color

notify "Wrong Answer" → "Try Again?"

notify "You Won!!!" → "Try Again?"

"Try Again?" — Yes → init Game

"Try Again?" — No → Goodbye...