KENO!

Number Of Spots: **8**

Draws: **4**

1	2	3	4	5	6	7	8
…	…						

Draw!

Placeholder Text…

Phase 1: Num spots and draws selection. When the desired amount has been chosen, the user "locks" in their choice, enabling phase 2 and disabling all phase 1 buttons

Phase 2: After phase 1, the number buttons become clickable. The user selects buttons according the number of spots selected. When a spot is selected, the number of spots decreases by one and the spot stays selected unless pressed again, unselecting the spot and increasing the number of spots by one.

Phase 3: Phase 3 starts when the number of spots decreases to 0. The draw button becomes enabled. If a spot is unselected, move back to phase 2. When draw is pressed, the number of draws decreases by one. 20 different spots are chosen at random. Spots that were selected by the user become green. Spots that weren't become red.

Phase 4: Phase 3 repeats until the number of draws reaches 0. A new game can be played, returning to phase 1, or exit.