***Outline for Instructable***

* **Project Introduction**
  + **Functionality**
    - **What does the game do**
    - **Gameplay example**
    - **Possible additions that can be added to the game**
    - **What is its name**
    - **Brief history of the process where it was created**
* **Overview of the flow of the game “states”**
  + **What are the basic steps that the hardware goes through during the game** 
    - **From state to state**
    - **Module to module**
  + **why modules feed into other modules**
    - **why and how we used the driver modules to abstract certain functions**
    - **The reason for using the state as an output to control the functionality of the external drivers and modules**
    - **extraneous**
  + **How to structure the game for a certain behaviors if desired**
    - **How to maybe add debug mode if the reader so desires.**
    - **Use of the speaker when wanted or needed, how to add different sounds**
* **Internal module explanation**
  + **The reasons and instructions for assembling all modules.**
* **Code and pictures for functionality.**