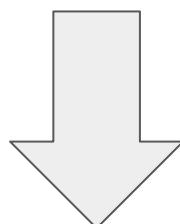
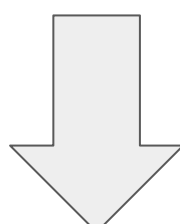


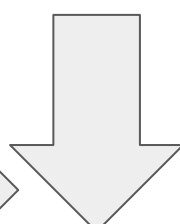
Initialize game modules



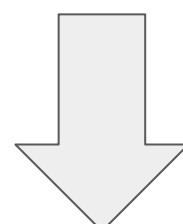
Initialize game parameters



set up game menu

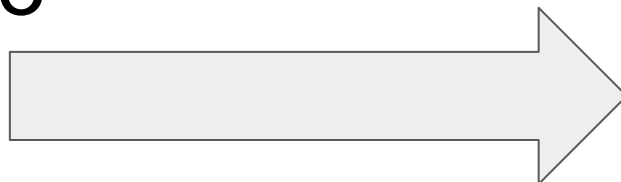


await button press

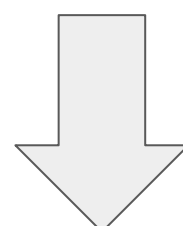


Start game?

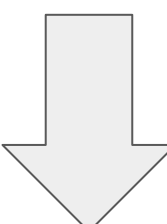
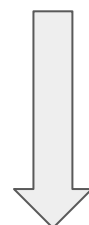
No



End game?



Play game



End game