|  |  |  |
| --- | --- | --- |
| INPUT | PROCESS | OUTPUT |
| 1. Function: start image: First URL from data list is the input. | Sets up page.  Hides any current images.  Resets the app counters. | Displays the first image. |
| 1. Function: check image: Button text is the input. | Gets the text off of the button clicked, and stores it as a global variable.  Calls AI server. | No output. |
| 1. Function: get image visibility: Image DIV where images are placed is the input. | Gets the image DIV’s visibility. | The visibility is returned true if the image is visible.  Otherwise, returns false. |
| 1. Function: set image visibility: The image DIV where images are placed is input. | Sets the image DIV’s visibility. | The visibility is returned true if the image is visible.  Otherwise, returns false. |
| 1. Function: display API results: AI engines results from the “getAI” function start the function. | Results are displayed from the AI engine call back.  Called from “get AI animal” / “object” / “challenge” from the callback. | Displays the AI image analysis results. |
| 1. Function: B-random: Starts within the Randomise Buttons function. | Creates a random integer used in the Randomize Buttons function. | The result is sent back to Randomize buttons function. |
| 1. Function: Randomize buttons: An array of possible answers starts the process. | Gets an array of possible answers, ALWAYS including the correct answer.  Shuffles the four data options. | Sets the button text. |
| 1. Function: Timeout: An image from the set starts the process. | The first image starts, and simultaneously timeout starts. | The image is displayed for a limited time (2 seconds). |
| 1. Function: get AI animal / object / challenge: The image API starts the process. | Analyses the function.  Data is returned and is attempted to be read. | Displays image analysis data (JSON data).  If unable, displays an error message. |
| 1. Function: get the next image: The last photo in the process (e.g if on photo 8, the last photo = photo 7, as well as the final photo in the set, photo 10) starts this process. | Checks if all photos have been run through.  ----  If at the end: sets current visibility to false.  ----  If not at the end: set the current image link to the next image in the data list.  Sets the next image to visible.  Sets a timeout on the image.  Shuffles the buttons.  A new timeout is set. | If at the end: Displays final score and text – “Game Finished”.  If not at the end: The next image is loaded up. |