**LED roulette**  
 The goal of the game is to press the button when the white light is illuminated.  If the user wins, a new pattern of light flashing will be displayed, and then the game will restart. If the user is not successful, the light they landed on will toggle on and off for a few moments, and the game will restart. Our project will display LEDs turned on and off in linear pattern 6 different LEDs. This pattern will be stopped by the push of a button. We will use timers to control the rate at which one light turns off and signals the next to turn on. The button will act as the interrupt, forcing the program to alter its behavior.

