- On mouse click, fill with random color
  - ↳ On mouse press
- On mouse up - generate new random color (MAYBE) - ? ✓
- Arrayed random colors to have different random color for each square
  - ↳ AND re-randomize on each click

Game Start
↓
Generate random Colors
↓
fills with random color on click
↙ ↘
generates new random color on unclick ✓ → different color for each square
↓
game done

- Added loop to draw grid
- Arrayed colors and squares
  - ↳ Feeling mega smart (it's not)

- ↳ fixed - was reading wrong input
- ran into input issues
- had to resort to drawing each other square as a top layer to isolate color change.
  - ↳ Fixed - reorganised process

Pixel Paper - 800 x
Graph Paper for Screen Coord