Meltdown is an action memory game where the player must prevent a rapidly-building nuclear meltdown. The player can choose up to 8 “rules” to follow during gameplay (i.e. “When you see a red light, press the touch sensor.”), each of which connects an input (a button or sensor on the breadboard, or a GUI button or scale) to an output (a light or buzzer on the breadboard, or a changing value on the GUI.) These input-output pairs are dynamically chosen at random when the game begins. Whenever an output condition is met, the Danger level will slowly build. Pressing the wrong button will build the Danger level much faster. When the Danger level reaches 10000, a Meltdown occurs, and the game is over. If the player can prevent the Danger level from building to 10000 for 60 seconds, they win.

Also included is a program for configuring different input devices (keyboards, mice, or gamepad controllers) to work with the game. This program asks the user for an input device (between Keyboard, Mouse, GPIO, or Gamepad), then listens on that device for a key to be pressed. When the user presses a key, the data for that key and device are saved into inputLog.txt, which is read by the main Meltdown program on startup.