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Module A.1 Level1 Answers

1a) My personal best score while playing the game Simon was 14.

1b) The personal best score in our group was 14 as well.

1c) Simon is a good game because it is challenging. It makes your brain work and concentrate, meaning that it is beneficial. The game starts off by giving you simple patterns and then they get harder and harder, which makes your brain function.

1d) There are many ways that Simon is similar to modern day computer games. It has the main computer, which all games consist of. Simon has sound effects, lights, buttons, a scoreboard, colours, and a voice which are all elements that are found in today’s computer games.

2a) Users input information into the game by pressing the buttons.

2b) The game outputs feedback to the players by saying things and giving sound effects like different sounds for each button. The buttons light up as well. There is a scoreboard showing the number of time you got the pattern right on a small screen too.

2c) The options for starting the game are “solo” and “pass it”.

2d) in order to stop the game, the player has to make a mistake in the pattern or after 20 seconds of inactivity(it goes to sleep after 20 seconds).