1. a) My personal best score was 13.

b) The best score in our group was 13.

c) The reason this is a good game is because it makes players think to get further instead of mindlessly playing, as well as higher scores to entice users to want to keep playing to get further than their friends or to beat records. The simplicity of the game but the coexisting challenge also make it fun to play.

d) Simon is similar to modern computer games because most people can play and understand it. It requires focus and time to get better at, just like modern video games. It is also similar because it can be played for a long time without losing users’ interest or attraction to wanting to play.

1. a) Users input information into the game by pressing the 4 buttons which do different things, each of which is indicated when pressed. However, to play the game, you must press the buttons in the order of which they are indicated before it is your turn to play.

b) The game gives feedback through voice prompts activated by actions made on the game, and a few passively. It also uses sounds to tell users if they got the previous round correct or incorrect.

c) There are 2 modes to play, one button activates solo mode, where one person plays, another