*Level 1*

1. Big Model

-First you must press any button to power the game on

-Then you must press any button to start the solo game mode

Small Model

-Press any button to power the game on

-Press the red button to prompt solo game start

-Press the green button to prompt “Pass It” game start

1. Big Model

-If any button is pressed, then the game powers on

-If red button is pressed, then start solo mode

Small Model

-If any button is pressed, then game powers on

-If red button is pressed, then start solo mode

-If green button is pressed, then start “Pass it” mode

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| --- | --- | --- |
| **Object** | **Action** | **Result** |
| Red Button | Push | Record a step in the pattern/Start solo game/Power game on |
| Green Button | Push | Record a step in the pattern/Start pass it game mode/Power game on |
| Yellow Button | Push | Record a step in the pattern/Power game on/Start solo game mode(Big Model Only)/Nothing before game start(Small Model Only) |
| Blue Button | Push | Record a step in the pattern/Power game on/Start solo game mode(Big Model Only)/Nothing before game start(Small Model Only) |
| Red Button (Small Model Only) | Hold for 2 seconds | Achieve high score |
| Green Centre Button (Big Model Only) | Push | Restart/Reset game/Power game on/Start solo game mode |

|  |  |  |
| --- | --- | --- |
| **Object** | **Action** | **Meaning** |
| Red Light | Play Tone | Indicates a step in the pattern |
| Green Light | Play Tone | Indicates a step in the pattern |
| Blue Light | Play Tone | Indicates a step in the pattern |
| Yellow Light | Play Tone | Indicates a step in the pattern |
| Speaker | Play Voice | Indicates start buttons |
| All lights | Play Tones | Indicate game start or end/Level Pass |

*Level 2*

1. First you must wait for the game to guide you on which colours to press then when it stops, you must press the buttons it highlighted in the same order. For example if you were given Red, Green, then Blue, you would press Red, Green, then Blue in that order after the demonstration is complete with some time in between button presses to allow the game to render the presses(~0.5 seconds), from which you will get a pass to the next level or be given a failure sound and the game will restart. At any point in the button pressing sequence, if the user makes a mistake, a fail sound will also play and restart the game.
2. If the game has not flashed for 2 seconds, then input answer.

If game flashed Red, Green then Blue, then press Red, Green, then Blue in the same order.

If one button of input is inserted, then wait at least 0.5 seconds until next input.

1. 1. If game has not provided output for 2 seconds, then input answer

2. If color “X” was provided as first output, then press button “X”

3. If color “Y” was provided as second output, then press button “Y”

4. If color “Z” was provided as second output, then press button “Z”

4. If color “X” was first output and button “Y” was pressed, then end game.

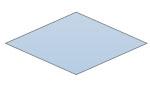
5. Refer to Level 1, Question 3

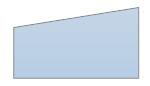
6. Refer to Level 1, Question 4

*Level 3*

1. - The start or end of the flow chart

-Action/Process symbol, make something happen

-Decision symbol, decides which branch of chart to go down.-Input/Output symbol, where information is received or sent

-Manual input, where user is prompted to enter information manually

2. <https://cloud.smartdraw.com/share.aspx/?pubDocShare=BDB12ED0DA17EEF61411BC2930BB578DE27>

* Check if payment received within specified time frame, makes decisions on action according to input

*Level 4*

<https://cloud.smartdraw.com/share.aspx/?pubDocShare=DB684756905BC7A7D2916F0E46949960E30>