

PROJECT 1

SIMON SAYS



GROUP 5

GAME PROGRAMMING COMPUTER SCIENCE

PROF. SABAH MOHAMMED

FEBRUARY,15,2023

TABLE OF CONTENTS

- OVERVIEW | SIMON SAYS 1
 - INSTALLATION | SIMON SAYS..... 1
 - HOW TO PLAY | SIMON SAYS..... 2
 - CREDITS | SIMON SAYS 3



OVERVIEW | SIMON SAYS

THE SIMON GAME IS AN ELECTRONIC GAME THAT TESTS PLAYERS' MEMORY SKILLS BY CHALLENGING THEM TO REPEAT INCREASINGLY COMPLEX PATTERNS OF SOUNDS AND LIGHTS.

WE CREATED A SOFTWARE VERSION OF AN OLD HANDHELD SIMON GAME.

THE GAME IS CALLED SIMON SAYS.

INSTALLATION | SIMON SAYS

TO INSTALL AND RUN THE PROJECT, YOU WILL NEED TO INSTALL THE RANDOM HAXE LIBRARY. YOU CAN DO SO BY RUNNING THE FOLLOWING COMMAND ON THE COMMAND LINE:

```
HAXELIB INSTALL RANDOM
```

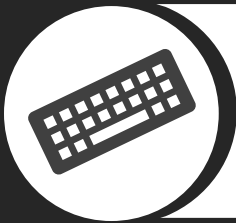


HOW TO PLAY | SIMON SAYS

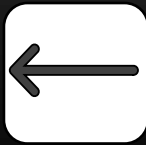
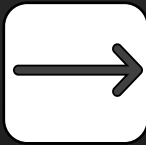
TO PLAY SIMON, SIMPLY LISTEN TO AND WATCH THE PATTERN THAT THE COMPUTER PLAYS, THEN PLAY THE SAME PATTERN BACK AGAIN. YOU'LL HAVE 3 TRIES TO GET IT RIGHT OR IT'S GAME OVER!

THE GOAL OF SIMON IS TO BEAT YOUR OWN "HIGH SCORE" - THE MORE YOU CAN REMEMBER, THE HIGHER YOUR SCORE!

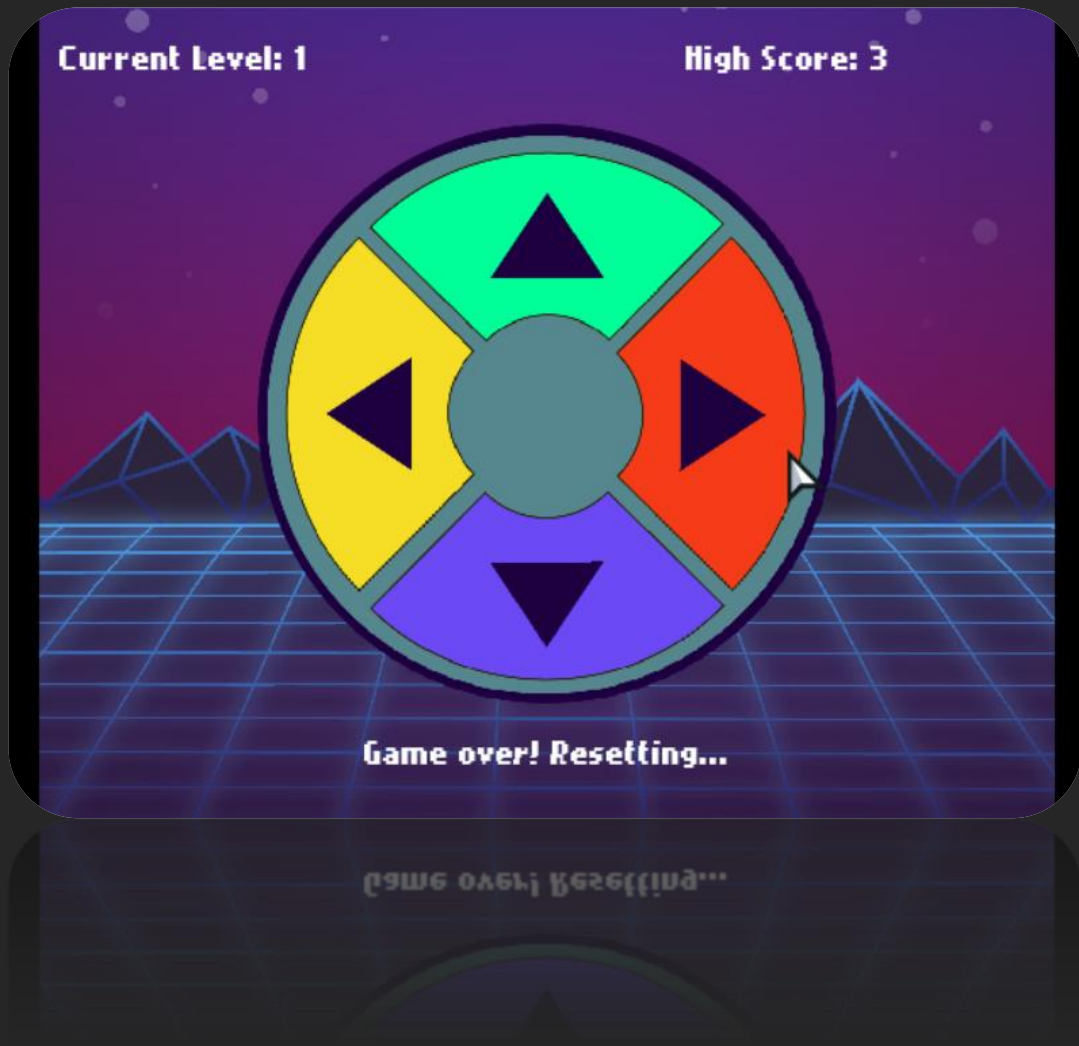
- ✓ MISS A NOTE, THE COMPUTER WILL REMIND YOU OF THE PATTERN BY PLAYING IT AGAIN.
- ✓ MISS THREE TIMES AND ITS GAME OVER!
- ✓ AND THEN GAME RESETS.



YOU CAN USE THE KEYBOARD KEYS (ARROWS, OR WASD) OR YOUR MOUSE TO CLICK ON THE BUTTONS. WATCH AND LISTEN CAREFULLY TO THE PATTERN!



CREDITS | SIMON SAYS



MICHAEL STONE:

UI DESIGN AND LAYOUT, GROUP COORDINATOR

JAIMIN DINESHKUMAR SOJITRA:

IO - MOUSE AND KEYBOARD INPUT

AASHISH UMESHBHAI TANK:

MUSIC, SOUND EFFECTS

TERRY SMITH:

GAME PLAY

JUNYU TAO:

DOCUMENTATION AND PRESENTATION

ARAVIND THIAGARAJAN:

DOCUMENTATION AND PRESENTATION