**Worksheet 1**

**Objective:**

The goal of the Simple Memory Game is to test the player's ability to remember a sequence of letters. The player will be shown a sequence briefly and then asked to recall it.

**Concepts Covered:**

* **Variables:** string.
* **Output:** Writing out to console.
* **User Input:** Reading user input from the console.
* **Control Flow:** Using a simple if statement (will cover further control flow statements later on).

**Steps to Implement**

1. **Create the Sequence**

Create a sequence of characters, and store it inside a string variable.

1. **Display the Sequence**

Show the sequence to the player.

1. **Clear the Console**

After 5 seconds, hide the sequence.

Hint: Research how to create a delay, and how to clear the console.

1. **Ask for Recall**

Prompt the player to type the sequence.

1. **Check the Input**

Compare the player's input to the original sequence and provide feedback as to whether the user has good memory or not.