Simon

**OUR VISION**

***Simon*** is an game of memory skill.  The game creates a series of tones and lights and requires a user to repeat the sequence. . If the user succeeds, the series becomes progressively longer and more complex. Once the user fails or the time limit runs out, the game is over.

**Our Mission**

Is to enable all learners' access to learning through the provision of:-

1. As a user, I am presented with a random series of button presses.

2. As a user, each time I input a series of button presses correctly, I see the same series of button presses but with an additional step.

3. As a user, I hear a sound that corresponds to each button both when the series of button presses plays, and when I personally press a button.

4. As a user, if I press the wrong button, I am notified that I have done so, and that series of button presses starts again to remind me of the pattern so I can try again.

5. As a user, I can see how many steps are in the current series of button presses.

6. As a user, if I want to restart, I can hit a button to do so, and the game will return to a single step.

7. As a user, I can play in strict mode where if I get a button press wrong, it notifies me that I have done so, and the game restarts at a new random series of button presses.

8. As a user, the tempo of the game speeds up incrementally on the 5th, 9th and 13th step.

9. As a user, I can win the game by getting a series of 20 steps correct. I am notified of my victory, then the game starts over.

How to Open/Play the Game

* Open the Simon Folder
* Click on the Index.html
* Open with Browser
* Click Start

# Features

These are the features which are already implemented in this Project

Play/start Game

Stop Game

Counting of correct guess

End Game

# Technology Used

PHP

CSS

HTML

JS

# Deployment

The current project is currently hosted

## Content

All the content is designed by myself and some of the content is gather from internet

## Media

The pictures are downloaded from the google and the audio is downloaded from Audio site.

## Acknowledgment