A.1 Level 3

Inside the Simon Game

Research on-line about what is physically inside the game and the components inside the package:

* The Processor or CPU provides the logic and computer processing
* The keyboard and mouse (aka the peripherals) collect physical input from the user
* The components which provide output to the user include: the graphics card or GPU for the display, and the soundcard for the sound.

Research online about program logic (e.g. software) is inside the game and recent projects to emulate (duplicate the) the game on modern computers:

* There are a variety of ways to emulate the Simon game on modern computers using coding languages such as Java for instance.

Compare the Simon Game to other classic handheld game systems like the Nintendo DS:

Some Similarities include:

* Both have inputs to allow you to control the game and follow the objective
* Both are fun to use

Some Differences include:

* Nintendo DS has more inputs for video games than the Simon Game
* The Nintendo DS is capable of running a variety of video games, while the Simon Game's main function is running one.
* The Nintendo DS has a screen to let you see the motion picture of the video games

Compare the Simon Game to modern console game systems:

Some similarities include:

* Both have their own interfaces
* Of course, both have their own input and output functions for the user

Some differences include:

* Modern game consoles can store more information
* Modern game consoles run more performance heavy games