**Simon Says Layout:**

Simon Says is the puzzle game where a player will be displayed a pattern and they will have to replicate the pattern with their button presses. Once a player completes a pattern successfully they are cleared from the security system, and the next player steps up for the next pattern. If a pattern that a player entered is correct then the light in the center will blink BLUE, if incorrect then it will blink RED. After each correct completion of a pattern, the pattern will change and increase in size. If a player enters the wrong sequence three times then the pattern will change. Once all players have successfully cleared their data from the security system, then they will be allowed to leave the vault without any repercussions, their final puzzle will have ended.

**Fixing Game:**

**Buttons:** If a button isn’t being read as being pressed, a wire for the button may have come loose from the breadboard or from the Arduino.

**LED:** If a light isn’t being turned on even though it is represented within the Serial Log, check to see if a wire has come loose from the breadboard or from the Arduino.

**RGB LED:** If the pattern entered is incorrect, then the RBG will blink RED, if it is correct then it will blink BLUE, if one of these things does not occur then check wires for RGB LED and see if they are indeed connected to breadboard or Arduino (colors for which are within the code).

**If game isn’t starting when it should:** Make sure info being sent to Arduino is the number 10, when the game has ended the number should change to 19. Make sure that RX and TX wires are connected to PINS 12 & 13 (which is which is labeled within code). Make sure that any information being sent to the Arduino is being sent to PINS 12 & 13.

**Restarting the game:** To restart the Simon Says game, all that will be needed is for the Game System to not be at any numbers above 10 and for the program for the game to be ran again from Arduino program.