Module A.1: Simon Game Icebreaker

# Level 0: Play the Simon Game

1. 4.
2. 11.
3. It’s fun to play in a group.
4. /
5. Trough pressing the coloured buttons.
6. Trough sound.
7. Solo: If you press the green button you play by yourself.  
   Multiplayer: If you press the red button you can pass it along other people.
8. If you press the wrong colour/button.

# Level 1: Simon History

1. Howard J. Morrison and Ralph H. Baer.
2. On Atari Touch Me arcade game.
3. Magnavox Odyssey
4. Table Tennis, Simon says, Ski,…..
5. Nintendo GameCube
6. The games from ex. GameCube games are low resolution, not very complex, not very demanding. Like an ex. Ps4 the games are more complex, a lot more demanding, graphical resolution is much higher.
7. The games have something’s in common like people still enjoy them to play, they all use code.

# Level 2: Input – Output Analysis

|  |  |  |
| --- | --- | --- |
| **Object** | **Action** | **Description** |
| Green button | Push | Starts the pass it game mode. |
| Red button | Push | Starts the solo game mode. |
| Button in the back | Push | It resets the game. |
| Green button | Push | Records one step in the pattern |
| Blue button | Push | Records one step in the pattern |
| Red button | Push | Records one step in the pattern |
| Yellow button | Push | Records one step in the pattern |

|  |  |  |
| --- | --- | --- |
| **Object** | **Action** | **Description** |
| Red light | Flash | The flash indicates a step in the pattern |
| Green light | Flash | The flash indicates a step in the pattern |
| Yellow light | Flash | The flash indicates a step in the pattern |
| Blue light | Flash | The flash indicates a step in the pattern |

|  |  |  |
| --- | --- | --- |
| **Input object** | **Output Object** | **Description** |
| Green button | Red light | Flashes when a button is pressed |
| Blue button | Green light | Flashes when a button is pressed |
| Red button | Yellow light | Flashes when a button is pressed |
| Yellow button | Blue light | Flashes when a button is pressed |

# Level 3: Flowchart Conventions

# Level 4: Flowchart the Simon Game

