"Simon Says": User Guide

José Antonio Rodríguez Rivera

802-12-6715

INEL4206-030

Dr. Rogelio Palomera

How to play the game

- When the game is turned on, the player will be greeted by all LEDs turning on and a melody will be played on the buzzer.

- After this happens, the player will be required to select the difficulty he/she wishes to play on:

  - Leftmost Red LED Button – Normal Difficulty

    - LEDs will turn on during the sequence and their corresponding sounds will be heard.

  - Green LED Button – Hard Mode

    - LEDs will turn on during the sequence and their sounds will be heard, but they will be much faster.

  - Yellow LED Button – Expert Mode

    - LEDs will **not** turn on, only their sounds will be heard.

- Afterwards, the system will notify the player that the selection was processed, and the game will begin with a sequence of 1 LED.

- The player must replicate the sequence by pressing on the button located appropriately below each LED. If the sequence was entered correctly, the game will notify the player that it was correct, and it will proceed to the next round.

- Each 5 sequences, the number of LEDs in each sequence will increase by 1. The maximum number of LEDs in a sequence is 4.

- After 20 sequences have been correctly entered, the game will notify that the player has won. The game will return to the *Select Difficulty* process. You can go ahead and try a higher difficulty!