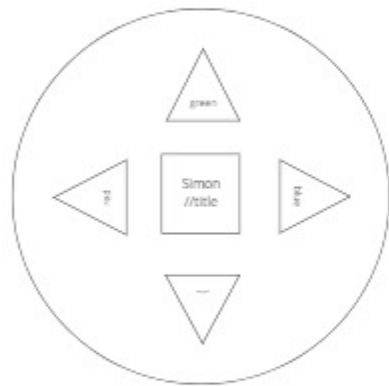Container colour set to a dark high contrast colour from the buttons to create a clear image of where the user has to press.


green

Simon //title

R...

blue

...

Each colour set to a different primary colour like the original game. Each colour will also have its own individual sound for easier recognition.

Current level: ""

Top score this time: ""

Sound on/off

Create current level field which show the user how many levels they have completed

Show the top score that the user has managed in this session of the game. This will be stored to local memory in the browser

Green   Red

Blue   Yellow

Colour Blind Assist

Simon

Instructions

Start   Reset

Level: 0.
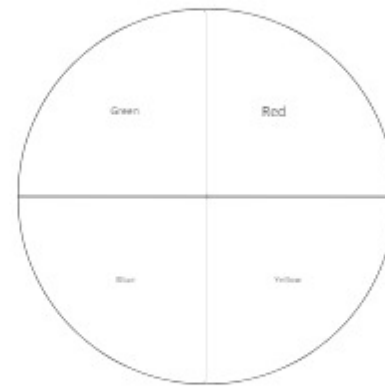
After initially setting up the UX I noticed that the 'infoBox' was sitting too low on the screen to be able to see the game circle. Moved to side by side for better experience

miro