

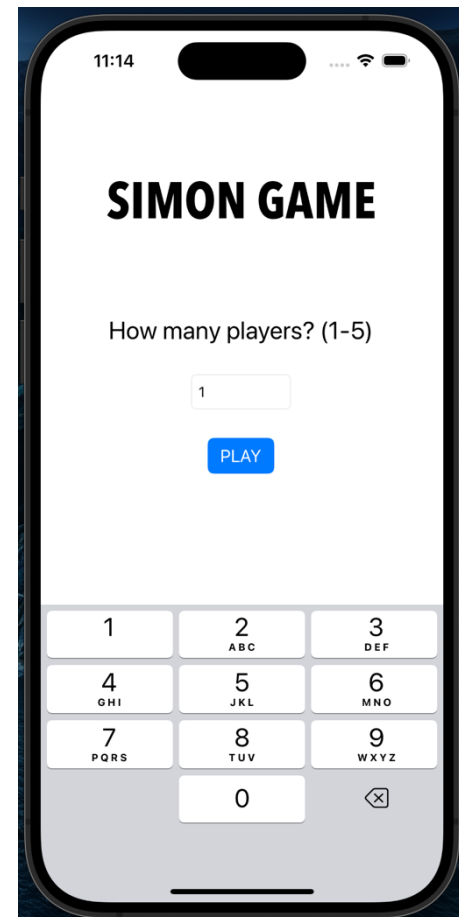
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Simon Game App

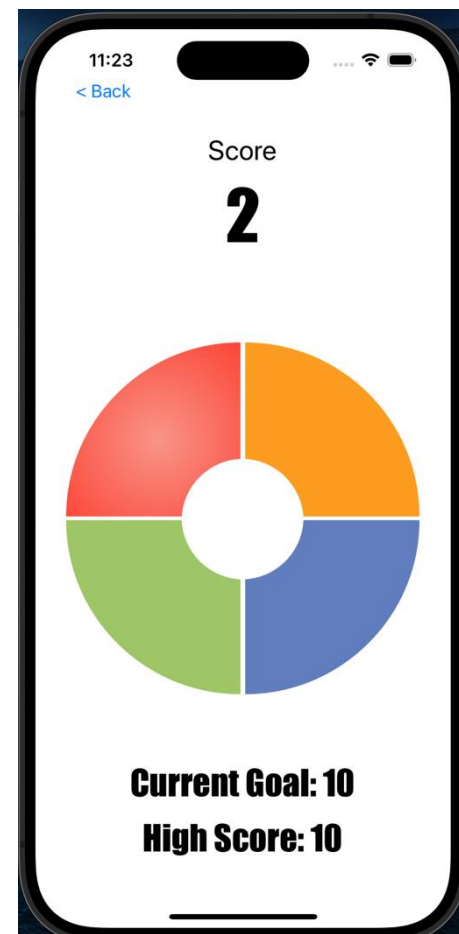
Menu Screen:

- Greeted with the menu screen when the app is opened
- User can enter the number of players between 1-5 (Game will not start if the input is invalid)
- Clicking the Play button will start the game.



Single Player:

- If user enters 1 for number of players, single player mode starts
- Game starts by flashing the first button in the sequence
- If the user guesses it right, then it glows the first two buttons in the sequence, and so on
- The 'Current goal' shows the length of the sequence, which increases by 5 every time the user completes the sequence successfully
- If the user fails the sequence but beats their high score, the score is saved and displayed at the bottom as shown



Multiplayer Mode:

- If user decides to have more than one player, multiplayer mode is activated
- A new label is displayed, indicating the player whose turn it currently is
- The game will alternate between players, as shown below
- The rest of the game runs as the single player mode would

