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Simon Game

**Level 1: Play the Simon Game**

1. Play the Simon game in your group while taking note of the following game-play items:
   1. What was your personal best score?

My personal best score for the Simon game is 7.

* 1. What was the personal best score in your group?

The best score in our group was 11.

* 1. What makes it a good game?

What makes Simon a good game is that there are many different colour combinations in the game, so when you would play with your friends you would not get bored of the game.

* 1. In what ways is it similar to modern computer games?

What makes Simon similar to modern computer games is that in modern computer games, there are a lot of games that are simple like Simon. Also, this game is made to be played with a group of people and there are some modern computer games where you can play with a group of people.

1. Play the Simon game in your group while taking note of the rules of the game:
   1. How do users input information into the game?

The users would input information into the game by pressing the different colour buttons.

* 1. How does the game output feedback to the players?

The colour buttons would light up and make a sound when you would press the buttons. Another thing is that when you press a wrong button, it would make a sound a game over sound. Then if you beat a level it makes a sound that would make you feel happy.

* 1. What are the game options for starting the game?

To start the game, you would press the button that is lighting up.

* 1. What are the end conditions for stopping the game?

The game would end if someone would input the wrong colour combination.

**Level 2: Simon History**

Suggested web resource: http://americanhistory.si.edu/collections/search/object/nmah\_1302005

1. Research the history of the Simon game, focusing on the following questions:
   1. Who created Simon?

The person who created Simon was Ralph Bear.

* 1. What previous game was it based on?

The Simon Game was based on an Atari arcade game which is called Touch Me

* 1. What was the first game system?

The Sega Genesis was the first game system.

* 1. What games did it have on it?

The games on the Sega Genesis is Out Run, Sonic the Hedgehog.

1. In your group, discuss the following questions:
   1. What is the oldest game system you have played on?

The oldest game system that I played on was a Game Boy.

* 1. How are old games different from current games?

The older games would have worst graphics than current games. Another thing is that older games would not have third person or first-person camera views. Also, in more current games it would have better software and more complex programing.

* 1. How are old games similar to current games?

In both old and current games, you would still have to program the game. The old and new games would still work the same way such as you put in an input and then the game would give you an output. Another thing it that a lot of old games have similar themes to the new games that are being made.

**Level 3: Inside the Simon Game**

1. Research on-line about what is physically inside the game and the components inside the package:
   1. What electronics devices and components provide the logic and computer processing?

The devices and components that are used in the Simon game is a microcontroller, LEDs, a piezo sounder, a push switch, a preset resistor, resistors and a 2x AAA battery box.

* 1. What electronics devices and components collect physical input from the user?

The push switch would collect the physical inputs from the user.

* 1. What electronics devices and components provide output (sight and sound) to the user?

The piezo sounder is a mini speaker that would make sounds and the LEDs are what make the buttons light up.

1. Research on-line about program logic (e.g. software) is inside the game and recent projects to emulate (duplicate) the game on modern computers.

Program logic would tell the game what to do and how it will do it. The recent projects to duplicate the Simon game on modern computers was to use html, css and java to program the game and make it on a computer.

1. Compare the Simon Game to other classic handheld game systems like the Nintendo DS:
   1. List some similarities.

The Simon game and Nintendo DS are both portable and can be played anywhere.

* 1. List some differences.

The Nintendo DS has more games than the Simon game and the games for the Nintendo DS are more complex while the Simon game only has a few types of game modes.

1. Compare the Simon Game to modern console game systems:
   1. List some similarities.

The Simon game and modern game systems are both fun to play and it is hard to get bored of them.

* 1. List some differences.

The Simon game would only have one game mode while modern game systems would let you play more than one game.