



# **PROJECT NAME: Simon Game**

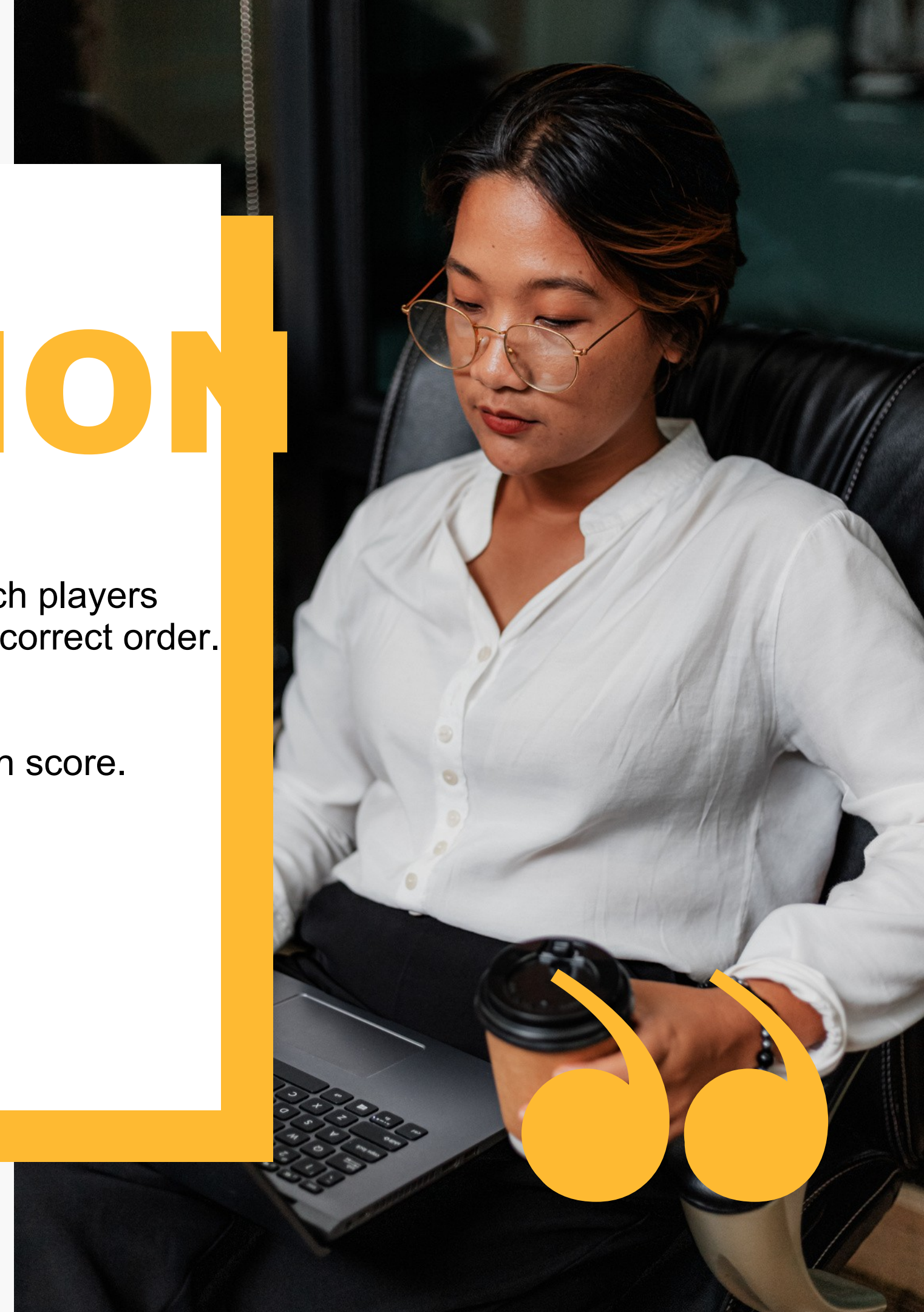
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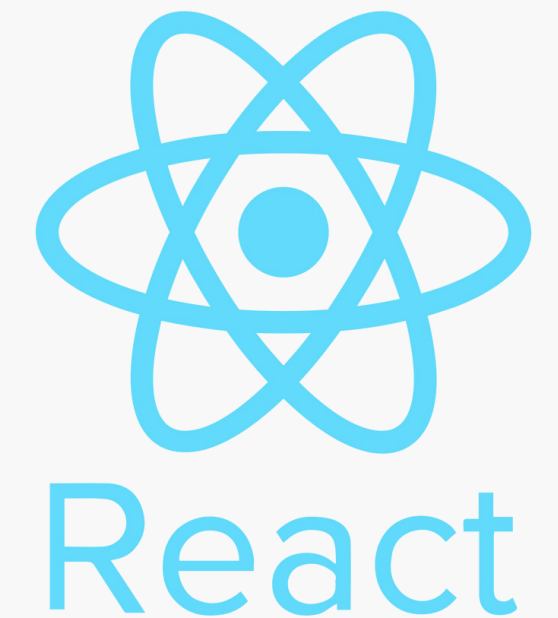
# INTRODUCTION

The Simon game is the exciting electronic game of lights and sounds in which players must repeat random sequences of lights by pressing the colored pads in the correct order. It's fast-paced play, with lights and sounds that can challenge you. Experience the fun as you repeat the patterns and advance to higher levels. Keep track of your score as you challenge friends or try to beat your own high score. Includes Simon game unit and instructions.



# TECHNOLOGIES USED:

- HTML
- CSS
- JavaScript
- React





# KEY COMPONENTS

**01** APP COMPONENT

**02** START COMPONENT

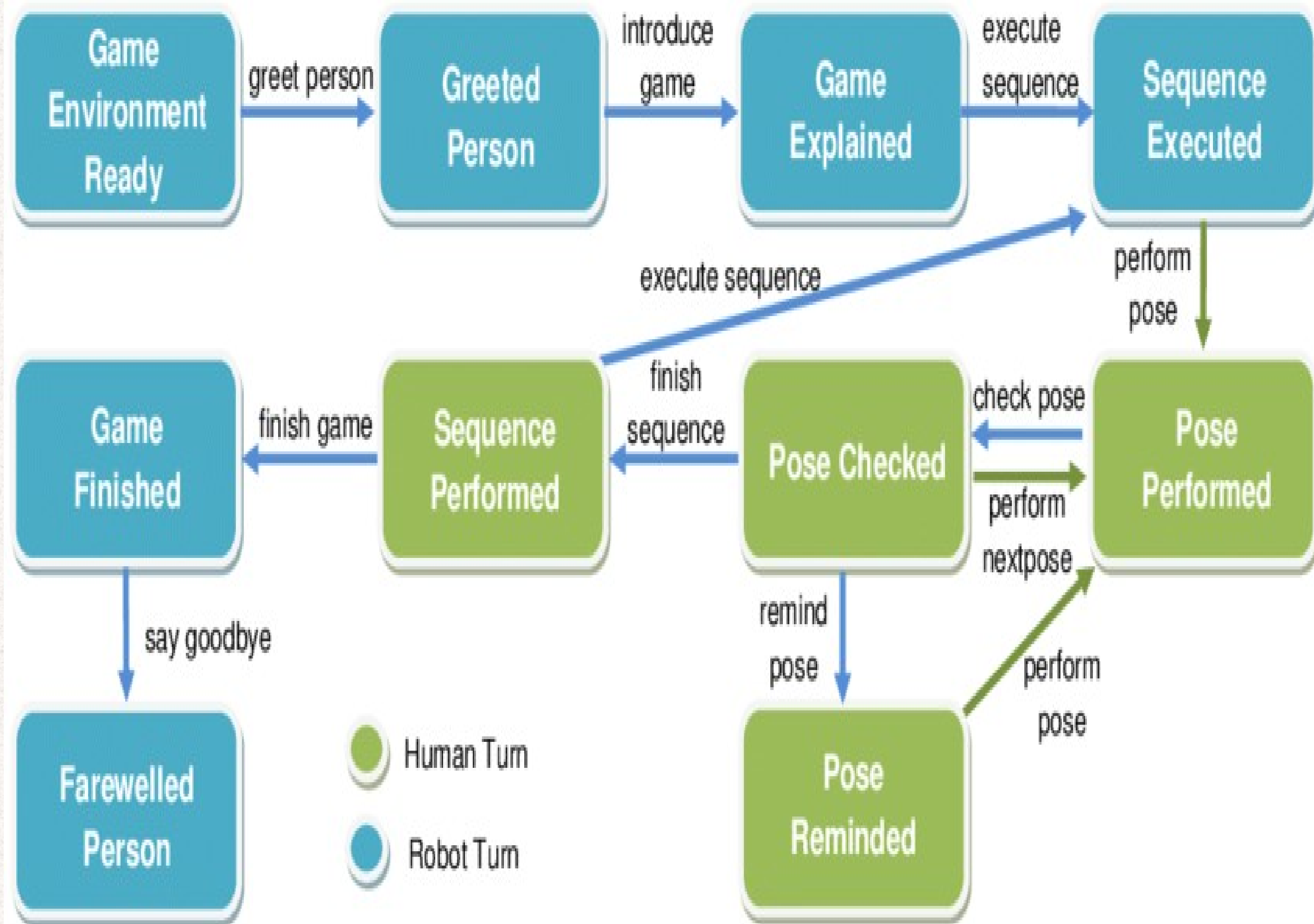
**03** HEADING COMPONENT

**04** BOX COMPONENT

**05** BOXCONTAINER COMPONENT

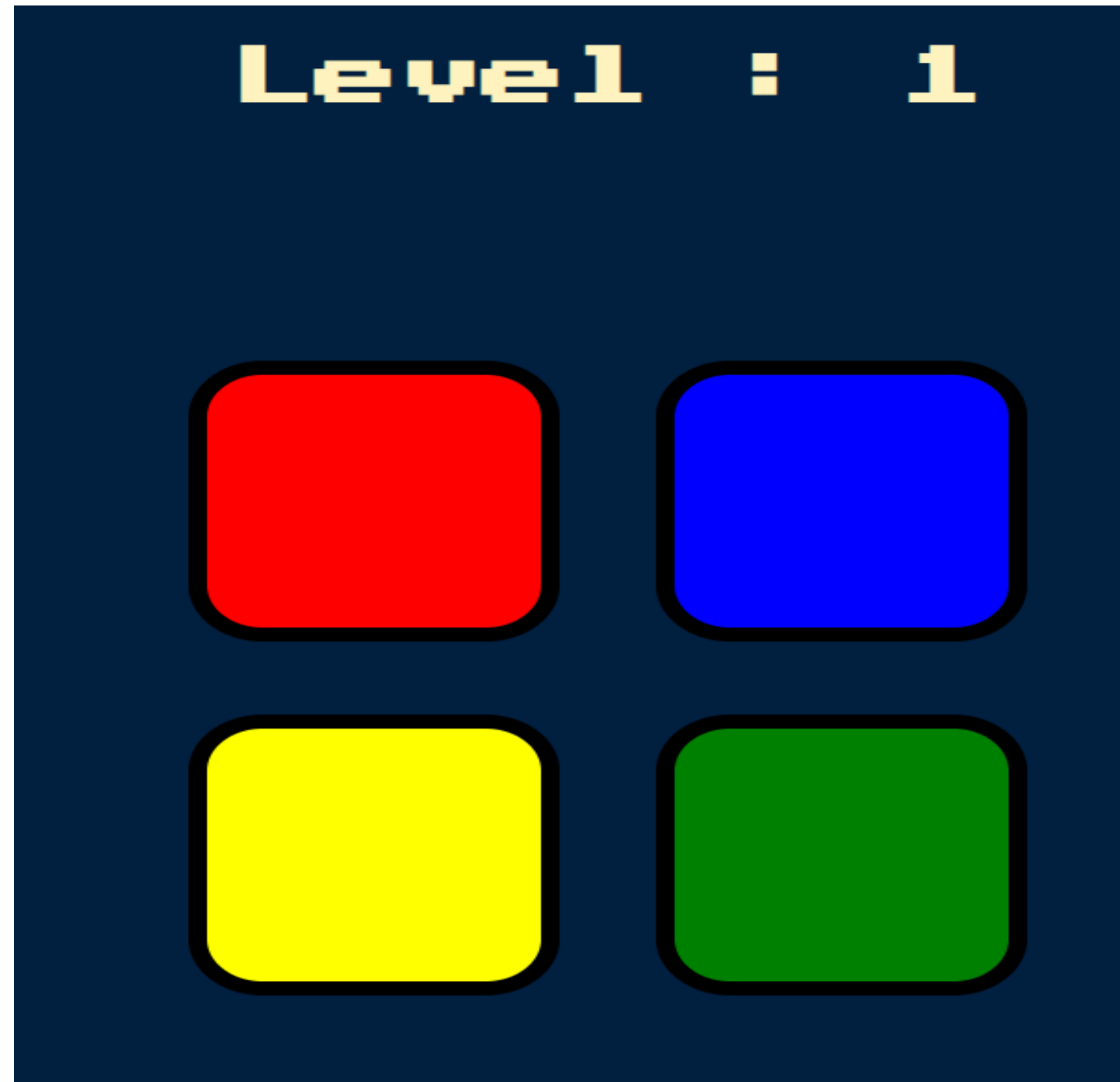
**06** INDEX.JS

# FLOW CHART





# APP.JS



**This documentation outlines the key aspects of your App component, including its states, functions, effects, and how it fits into your overall application.**

# StartButton.JS



**This documentation provides an overview of your StartButton component, its props, and how it's used to start the game. It helps users understand how to use this component within your Simon game**

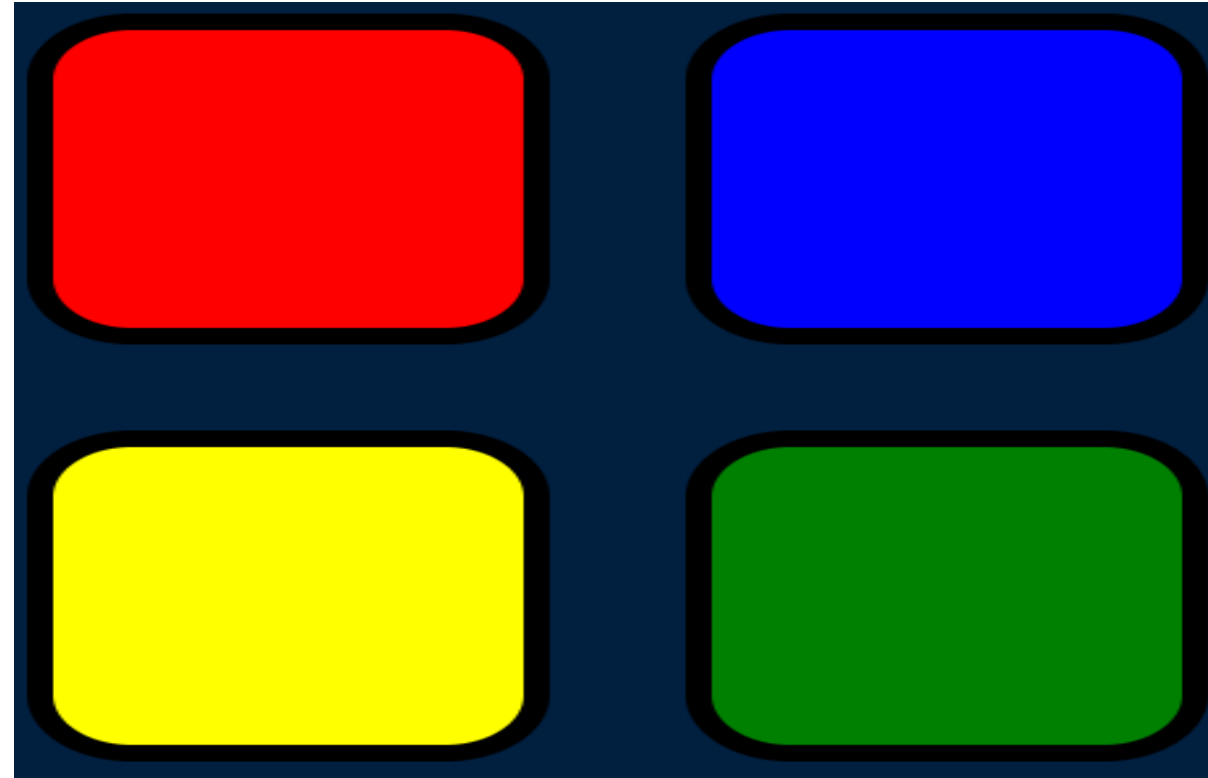
# Heading.JS

A screenshot of a game display showing the text "Level 1 = 2" in a pixelated, yellow font on a dark blue background. The text is centered and has a slight shadow effect.

**This documentation provides an overview of your Heading component, its props, and how it's used to display game information or level details. It helps users understand how to use this component within your Simon game.**

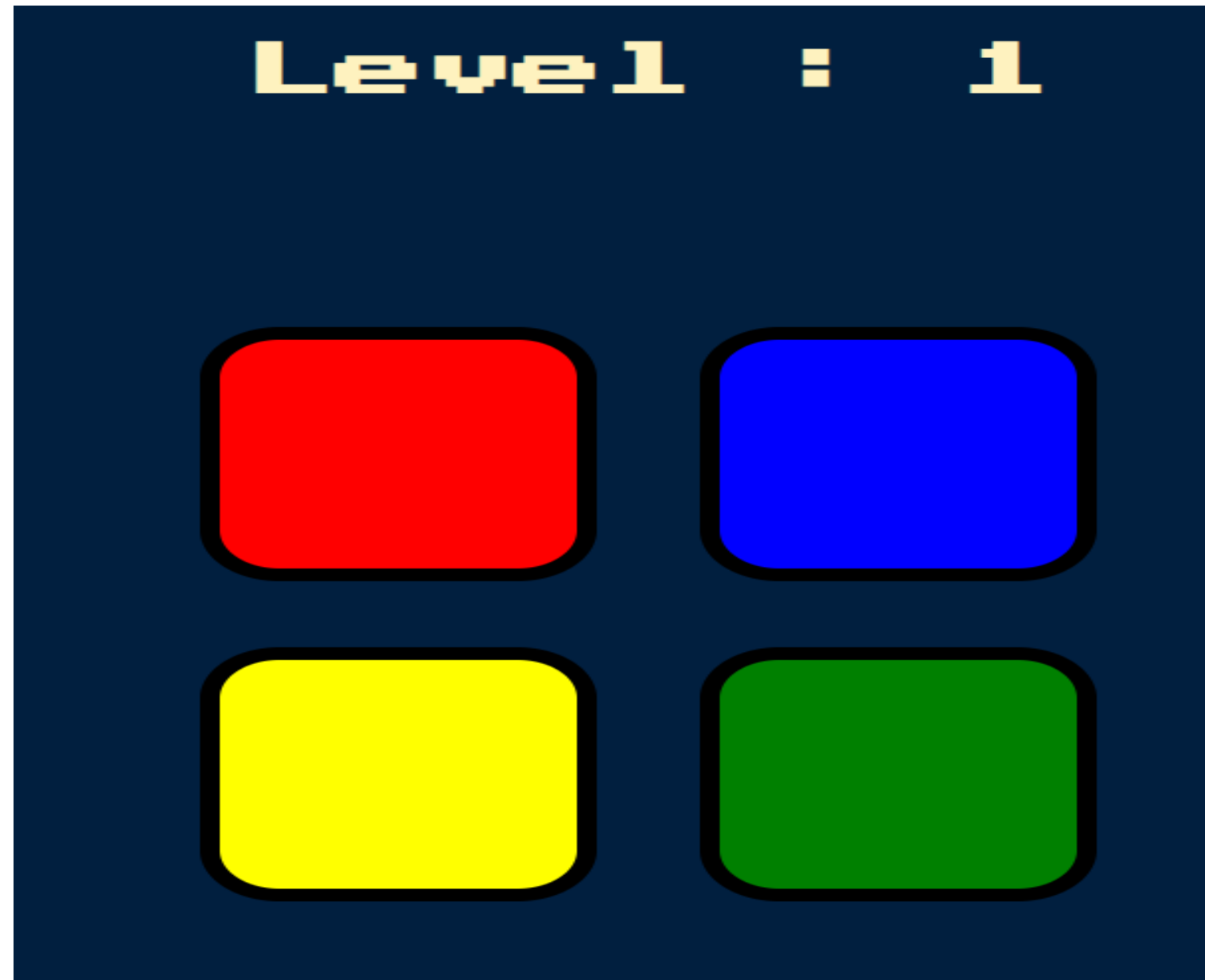


# Box.JS



**This documentation outlines the key aspects of your Box component, including its props, states, functions, and e  
It provides users with a clear understanding of the component's purpose and usage within your Simon game.**

# BoxContainer.JS



**This documentation outlines the key aspects of your BoxContainer component, including its props, the organization of colored boxes, and their associations with sounds and user interaction.**

**It helps users understand the purpose and usage of this component within your Simon game.**

# CONCLUSION

- In conclusion, we've explored the key components and functionality of the React Simon Game App.
- We've learned how the App component serves as the central hub, managing notes and interactions between other components.
- The Box component help in n outlines the key aspects of your `Box` component, including its props, states, functions, and effects.
- The Index.js file serves as the entry point, connecting the app to the HTML DOM.
- We've also examined the application flowchart to understand the user interactions and data flow.
- This app is designed to efficiently organize your thoughts and memory, making it a valuable tool for productivity.
- We invite you to explore the React Simon Game App and help to boost your memory level much more effectively.
- Thank you for your time and attention throughout this presentation.
- We now welcome any questions or discussions you may have.



**THANK YOU!**

