ChangeLog for the SimonSays software running on the SimonSays wall.

12/4: Changed max levelcap to 99, and added a fancy rainbow animation when the

player beats level 99. Also a small general speed up of animations.

Namely changed dispTime to 700 (from 800) and faster row-flashes.

18/7: Uploaded a work in progress code for the “flash/memory-game” I am making.

I have not tested it yet. -Elias Ra.

⅛: oversatte litt java ting til arduino ;-)

⅞: SimonSays\_2 lastet opp som inneholder den ferdige versjonen av spillet til fadderuken.