.Module A .1 :Simon Game Icebreaker

Jasman Rai

Level 0

* 4
* 11
* It has focus on memory
* Has an focus on learning Reacts to your actions
* A button touch sensor
* If incorrect it beeps and resets the score
* G1,G2,G3
* Reset Button that’s also used as the power button.

Level 1

* Ralph Bear
* Touch me
* The Brown Box
* Pong, Checkers,
* PlayStation 2
* Old games ran on less powerful machines. The resolution of textures were lower. The draw distance was far less. Modern games can have more assets working at the same time.
* The basics such as the narratives and the basic of gameplays have stayed the same. Some franchises are still around.

Level 2 :

|  |  |  |
| --- | --- | --- |
| Object | Action | Description |
| Blue button | Push | When you are following an pattern |
| Red Button | Push | Solo game |
| Green button | Push | Group game |

|  |  |  |
| --- | --- | --- |
| Object | Action | Description |
| Red button | Push | Starts the game |
| Red button | Push | Record a step in the pattern |
| Red button | push | Beeps when incorrect |

|  |  |  |
| --- | --- | --- |
| Object | Action | Process Connection |
| Power button | push | Turn on |
| Power button | hold | Turn off |
| Power button | push | Reset game |

Level 3 Flowchart Convections

Level 4 : Flowchart the Simon game