



Section 20

Boss Level Challenge 2

The Simon Game

Game Mechanics

Generating Color Sequences

Selecting a random color from the available palette.

Adding the chosen color to the game sequence.

Responses to Correct Player Clicks

Comparing the player's sequence with the game sequence.

Increasing the game level and starting a new sequence upon successful completion of a round.

Player Interactions

Playing Sounds

Implementing sounds for each color in the game.

Playing sounds related to the game sequence and player clicks.

Button Animations

Adding visual effects for buttons during interactions.

Styling background in response to correct and incorrect clicks.

Graphics and Sound Interface

Game Start Animations

Creating introduction animations for the game.

Game Over

Handling the end of the game, including changing the appearance after losing a round.

Victory Visual Effects

Adding visual effects upon completing a task on all levels.

Altering the screen appearance after reaching a specific level.

Dealing with Frustration

Take a Break

Go to sleep

Exercise