Simon Game Module 1

1. My best score while playing this game was 9 while my groups best was 10. This game was very fun as it was mentally challenging and required a great memory. This game was also very good because it was very addicting and left you wanting more. This game is just like other other computer games as they are accurate with their information and easy to follow.

2) a)Users input information into the game by pressing the same sequence of buttons that were pressed before. If you want to start the game you press any of the 4 buttons on the game

b) The game outputs information by lighting up a sequence of buttons. If the sequence is right it will make a up beat sound telling you're on to the next level. If wrong the game will buzz and you will have to start over.

c) To start the game you press any random button and it will give you an option to start the game.

d) For the game to end you have to get an combination wrong. The game will buzz and start over.

**Level 2**

1. Ralph Baer created the game simon

b) The game was inspired by an Atari arcade game called touch me

c) The brown box was the first game system

d) The brown box included many different types of games including ping pong, checkers, different types of sport games, target shooting and golf games

2a) My oldest game system was the xbox 360

b) The older games were more pixelated and therefore did not have very good graphics.

c) Older games worked similar to the way simon works with the input and output information but newer games work now with a software that is pre installed for them

**Level 3**

1a) Inside the Simon game, there are 4 LEDs, many resistors, a power source

(battery), PICAXE-18 microcontroller, push switch, light dependent resistor and a piezo.

b) The push switch collects the physical inputs from the player.

c) The LEDs and the piezo sounder provide the output to the user.

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3. a) Simon is similar with the Nintendo DS because both have inputs and outputs.

b) the difference is that the Nintendo DS also has a screen to provide output.

4.a) Similarity is that both games involve programming to work.

b) Consoles these days are larger and store more games.