

Simon Says

An example of a Simon Says game can be found here: <https://www.danpurdy.co.uk/simon-demo/>

The files provided create the pattern to be followed and hide the pattern after three seconds.

Pass Task:

You are to create the gameboard, which must consist of the four colours possible (read the .js file to determine which colours). The rules for the game are:

1. Player must repeat the pattern in order
2. Player has unlimited time
3. As soon as an incorrect input is read, the game will inform the user and let them restart the game via a button.
4. If the user completes the pattern correctly, the game will allow them to proceed to the next level via a button. The next level should include one extra colour to the pattern.

Credit Task:

- Randomise the order of the colours on the gameboard every time the game generates a pattern.

Distinction Task:

- Do not activate the gameboard eventlisteners until the pattern hides.

High Distinction Task:

- Add a timer to the game so that the user only gets 1 second per colours in the pattern. Eg. Level 1 = 3sec, Level 2 = 4sec, Level 5 = 7sec