SIMON GAME

(Tech Stack: HTML, CSS, JavaScript)

Project Description:

The **Simon Game** is a classic memory-based game recreated using web technologies. Inspired by the original electronic game from the 1980s, this project challenges users to test and improve their short-term memory through a fun and engaging sequence-matching experience.

How to Play:

Step1: Start the Game

The game begins when the user presses key 'A' on the keyboard

Step2: Repeat the Pattern

- The user must click the buttons in the same order as shown by the game.
- After each successful round, the game adds one new step to the pattern.

Step3: Level Up

- With every successful round, the level increases (e.g., Level 2, Level 3, etc.).
- The sequence gets longer and harder, testing the user's memory skills.

Step4: Game Over

- If the user **presses the wrong button**, the game plays a "wrong" sound, flashes the screen (e.g., red background)
- The game over if user want to restart **press any key**.

Features:

- Four colored buttons: red, green, blue, yellow
- Random sequence generation for each level
- Audio feedback for each button press
- Visual animation (light flash) on button press
- Unique sound for each button (like the original game)
- "Wrong" sound on incorrect button press

Learning Outcomes:

- DOM manipulation with JavaScript
- Event handling (keyboard and mouse clicks)
- Use of arrays to store and compare sequences
- Timing and delays using setTimeout()
- User interaction feedback via animations and audio

Use Cases:

- Great for casual gameplay and memory improvement
- Useful for beginners learning JavaScript and DOM
- Can be used in educational settings to teach sequencing and pattern recognition

Live Demo / GitHub Repository:

• **()** Live:

[https://manishkumar081.github.io/Simon_game/]

Code:

[https://github.com/ManishKumar081/Simon_game]