Copycat Simon's Symphony
Repeat the Beat, Master the Treat!

Project title	Copycat Simon's Symphony
Objective	develop a digital game inspired by the classic Simon Says game. The game challenges the user to repeat a sequence of colored button flashes generated by the computer. The goal is to create an enjoyable gaming experience with increasing difficulty levels and a competitive aspect through a high scoreboard.
Timeframe	The project will be completed within the allocated timeframe of 5 days. Specific milestones and deadlines will be outlined in the project plan.
User story	As a player, I want to be able to play the Simon Says game with a friend, challenge myself with increasing difficulty levels, and receive visual and audio cues to guide me in repeating the sequence correctly. The game should provide immediate feedback on my performance and keep track of my scores and progress.
Minimum Viable Product (MVP):	1- design and styling using a stock framework (Bootstrap) with a consistent and responsive approach. 2- Two-player game: The user competes against the computer by repeating button sequences. 3- Win state: The user progresses through endless rounds, and their score is based on the number of successful rounds completed. 4- Loss state: The user loses when clicking an out-of-order button. 5- Code functionality with comments/pseudocode for improved understanding and maintainability.
Final Product	1- Enhanced readme file that outlines the project, features, and gameplay instructions. 2- Visually appealing layout with precise alignment and responsiveness across different screen sizes. 3- Implementing CSS/design using a stock framework (Bootstrap) with additional styling ensures a consistent and visually pleasing experience. 4- Highscore board feature to record and display the top 5 scores achieved by users. 5- Three difficulty levels: Easy with a 4-button configuration and normal flash speed, Medium with a four-button configuration and fast flash speed, and Hard with a six-button configuration and normal flash speed. 6- Emphasis on code quality with 100% validity, clear comments/pseudocode, and well-formatted, readable code.