

**KEY**

- User Click
- Navigation Point
- Navigation Path

Simon's turn

Round 2

**GAME OVER**

Score: 2

PLAY AGAIN

MAIN MENU

If the user fails to reproduce the pattern that was displayed, the game over screen will appear.

**ABOUT**

**Game Description**

When the game begins, you will be greeted with a 3 by 3 grid of buttons. Simon will then proceed to indicate which button he would like you to press by turning the button from blue to white. In order to move on to the next round, you simply have to push the same button that Simon did. The following rounds after, Simon will continue to add a new button to his sequence one round at a time until you are no longer able to recall the exact sequence that Simon provided. How many rounds can you last with Simon?

Developer and

MAIN MENU

*Simon*  
**SAYS**

PLAY

SCORES

ABOUT

**SCORES**

HIGH

5

AVERAGE


2

RECENT

2

MAIN MENU

RESET SCORES

 **Reset Scores**

Are you sure you would like to reset your scores?

CANCEL RESET

When the 'Reset Scores' button is pressed, a confirmation box will appear verifying that the user wishes to reset their scores.