Simon Says General Gameplay:

The MTDS will display four colored buttons, each producing a particular tone when it is pressed or activated by the device. A round in the game consists of the device lighting up one or more buttons in a random order, after which the player must reproduce that order by pressing the buttons. If the player successfully reproduces the code, a new round will start. With every new round, the number of buttons to be copied/ pressed increases by one.

My System Rules/ Gameplay:

In this game, you play until you lose. A player can lose in two ways (1) by pressing the buttons in an incorrect order, (2) by being too slow in pressing the buttons. The player will have two seconds between each press of a button to enter a complete code.

1. Plug the Arduino into your computer and upload the sketch.
    a. The MTDS startup process takes a few seconds
2. Welcome to SIMON SAYS!
    a. Touch two fingers to the screen to start a new game
3. The buttons and level should now appear on the screen.
4. GET READY! The game will start shortly after buttons are displayed.
5. The computer will display its code; your job is to reproduce the same code that the computer has displayed.
6. Wait for the computer code to finish, then input your code.
7. If the player loses a big red oval will appear and a series of tones will sound.
8. The game will then loop back to the welcome screen.