Simon Says 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. With every new round, the number of buttons to be pressed increases by one.

My System Rules/ notes:

1. Plug the Arduino into your computer and upload the sketch
   a. The startup process takes a few seconds
2. Screen1: Choose your difficulty, this corresponds with how fast the buttons you need to follow appear and then disappear.
   a. ***NOTE*** personally, impossible is the easiest for me as I like the game speed to be faster. Play around with the speeds to see which one is best for you.

Button	Difficulty	Game Speed
Green	Easy	Slowest
Yellow	Medium	
Red	Hard	
Blue	Impossible	Fastest

3. Once you select your difficulty the screen will go blank, this is screen2. This is supposed to happen; the blank screen means that the system is waiting for your input. When you're ready to start the game, touch two fingers into the screen.
4. GET READY! The game will start shortly after the two touch message is received.
5. The computer will display its code; your job is to reproduce the same code as the computer.
6. Wait for the computer code to finish, then input your code.
7. The player wins when he/she has completed all of the levels. Default is 10 levels.
8. If the player wins, a big green oval and a tone will sound (high tones).
9. If the player loses, meaning the incorrect sequence was entered, a big red oval will appear and a tone will sound (low tones).