

CSC320: Computer Organization

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Game Report

# Game Report

**Game Title: Color Recall Challenge**

## **Introduction**

This game is a classic style game developed for the MIPS platform. It challenges players to test their memory and pattern recognition skills by repeating sequences of colored squares.

## **Objective**

The objective of the game is simple yet engaging: players must mimic and repeat increasingly complex sequences of colored squares. As the game progresses, the sequences become longer and more challenging, requiring players to focus and remember the order of the colors accurately.

## **Gameplay**

Players start with choosing the level of the game: easy, medium or hard. The sequence gets longer with higher levels. After choosing the level, four colored squares will be displayed on the screen and will start to blink to create a sequence. Users must observe the sequence carefully, as it will vanish after a brief moment. Once the sequence disappears, players must reproduce it by selecting the correct colors in the same order by inputting the correct numbers. The player has 3 chances or lives before the game is over.

## **Features**

Dynamic Difficulty: The game dynamically adjusts the difficulty level based on the player's choice.

Limited Lives Challenge: Players embark on a journey with three lives. Every mistake costs them a heart, intensifying the thrill.

Minimalistic Interface: The game features a simple and intuitive user interface, focusing on gameplay without distractions.

## **Teamwork and constitution**

### Joya

Joya took charge of the game's core mechanics and code construction. She created the user input system, ensuring sequence validation is accurate, and skillfully engineered the random creation of color sequences. From design to debugging, Joya's knowledge was essential in building the game's architecture, which led to a fluid and entertaining gameplay experience.

### Ourouba

Ourouba dedicated her efforts to crafting the visual experience of the game. She designed the bitmap display, including the squares representing the color sequences, hearts symbolizing player lives, and the winning and losing screens. Ourouba also selected the soundtrack that enhances the gameplay.

## **Conclusion**

The game offers an entertaining and challenging experience for players of all ages. With its straightforward concept and addictive gameplay, it provides hours of fun and opportunities for players to improve their memory and concentration skills.