Module A.1: Simon Game Answers

**Level 1**

1.a) My personal best score was 7.

b) The best score in our group was 13.

c) The fact that you can play it with your friends and compete for who can memorize the longest and the fastest.

d) It makes sound like modern games. You can play this with your friends or you can play it by yourself like modern games. Internally this game had circuits and computer which modern consoles also have.

2.a) The users press one of the four buttons on the Simon game. When they press the button the computer inside gets the input.

b) The game makes a sound and highlights the colour that is pressed or that is to be pressed. If you get the combination wrong the game makes different sound to show that the combination was wrong.

c) To start the game the players can press any button and then press one of the highlighted buttons to start the game.

d) To end the game a player has to get the combination wrong. The game will make a different sound and will start from the beginning.

**Level 2: Simon History**

1.a) Ralph Baer created Simon.

b) The game was inspired by an Atari arcade game called Touch Me.

c) The Brown Box was the first game system.

d) "Brown Box" games included Ping-Pong, checkers, four different sports games, target shooting with the use of a [light gun](http://americanhistory.si.edu/collections/search/object/nmah_1302000) and a golf putting game.

2.a) My oldest game system was the PS3.

b) The older games were more pixelated. This means, they did not have good graphics back then.

c) The older video game consoles also had similar input and output devices. All games need coding which tell them how to work. All games also have software installed for them to work.

**Level 3: Inside the Simon Game**

1.a) Inside the Simon game, there are 4 LEDs, many resistors, a power source (battery), PICAXE-18 microcontroller, push switch, light dependent resistor and a piezo.

b) The push switch collects the physical inputs from the player.

c) The LEDs and the piezo sounder provide the output to the user.

2. Program Logic would tell the game what to do and how it will do it. The recent projects to duplicate the simon game on modern computers was to use html, css and java to program the game and make it on a computer.

3. a) Simon is similar with the Nintendo DS because both have inputs and outputs.

b) the difference is that the Nintendo DS also has a screen to provide output.

4.a) Similarity is that both games involve programming to work.

b) Consoles these days are larger and store more games.