Module A.1: Simon Game

Level 1: Play the Simon Game
1. My personal highest score on the simon says games was 7. Alsomy groups personal high score was 14. What makes simon says a great game was because it was the first game that made and evolve to gaming history. Also it helps memory so it is not only a useless game it has purpose to it by helping your memory. It is modern to computer games because first off it help evolve computers and programs and also because it helped with the memory factor of it to use that same concept with other games and computer programs.

2. The simon says games input your information once it gives you information, for example when the simon says game transmits a signal or a pattern the game expects for the individual playing it to repeat the same pattern. The game then takes that information you put in the game and make a new pattern similar to the previous pattern. Also the game options for starting the game is what game would you like to play such as the different patterns that you want to play. The ending of the game is when you mess up the pattern the game makes you restart.

 Level 2: Simon History
1. The inventor of the simon says game is Ralph Baer is the founder of the game creating it in the year 1978 which then made other companies based of that game which started the gaming evolution. The game was based on a game called the brown box that was also created by Ralph Baer. The first real gaming system was the nintendo. Also the first games on that were games like pinball and digital baseball.
2. Personally my first gaming system was the nintendo ds. I had played on that as a child. Also that gaming handheld console was known for having no load time on it so it has had a breakthrough with that factor associated to the handheld

console. The old games are much more innovative in a sense that they are more simulated giving the effects as if you are in the game. There are examples of this with virtual gaming. In virtual gaming to have a first person view on what is going on in the game yet you are not feeling nothing but seeing everything. Which has a difference from past gaming console as to the quality and simulation. There are still similarity to old games from having new games pioneer from the older games. For example the first pioneer to storyboard games was mario, but now we still use campaigns in games when developing the characters in the games and the missions (eg; Black Ops, Mario, Legend of zelda).

Level 3: Inside the Simon Game

1. The game code system is pinpointing a color on the simon game that looks like `136 GreenButton` This indicates that the coding system has chosen that color specifically. After the coding system pinpoints the color it adds an action listener. An action listener indicates that once the green button is clicked on something will happen like a domino effect. Also the action listener has one method along with it which is public void. Then after that is done the coding system has you choose however many colors depending on the level you are on. This looks like `140   Pick = 3;` , The game code is indicating that you pick three colors that were repeated to you.