Module A.1: Simon Game

By: Sukhpreet Sekhon

Level 1:

1. My personal best score is 10
2. My best score in our group was 12
3. It’s simple, fun, and addicting
4. Modern computer games are addicting and make you keep on playing to strive for your best score, and just like this game it is addicting and it make you keep on playing until your get a score that your satisfied with.

2) By tapping on the coloured buttons its allows the information to go through.

b) In the middle of the game board it shows a square screen and it tells that players the level they have reached.

c) Before starting the game it tells you what the highest level someone has reached in this game.

d) When you get a level wrong than the game board sounds a beeping sound that sounds bad , but when u pass the game and beat it, its ending sound is a happy winning sound.

Level 2:

1. Ralph Bear was the creator of this game.
2. Atari’s Touch Me was what inspired Simon
3. The first game system that was invented was “Nintendo Genesis”

d) Sonic, Street fighter 2, Top gear 2, etc

2)

a) The oldest game system that I have played on was the Gameboy Color

b) Old game are different than now an days games because of the quality as well as the number of people that can play at once, etc.

c) Old game like the ps2 had somewhat the same controls as now an days games, as well as the games back than both had wired controllers

Level 3:

1. MB4850 Microprocessor, MB Simon PCB
2. The 4 Buttons
3. R1- 680K Resistor with 5 percent tolerance, R2-22K resistor with 5% tolerance,
4. C1- tuF, etc that’s what provides output to the user.

2) As a popular game, *Simon* inspired many creators to invent other games like, touch me created by artari.

3a) some similarity between the Simon game and the ds is that both consoles are small and portable.

b) some difference between the game is that the ds plays more 2d games unlike the Simon game which only plays one game.

4) some similarity between Simon game and now an day game is that both games were addicting, both games are they both have sounds as well as level to ensure the player to keep on playing

b) the difference between simon game and now an day games are that simon game could only play one person at a time, but now an day game we have more than one controller associated with the game. Now and day game had better sound quality.