Level 3: Inside the Simon Game

1. Research on-line about what is physically inside the game and the components inside the package:

a. What electronics devices and components collect physical input from the user?

Some input devices are keyboards, mouse, scanners digital cameras and joysticks.

b. What electronics devices and components provide output (sight and sound) to the user?

Some output are text, graphics, audio and video. Some devices are screens and speakers.

2. Research on-line about program logic (e.g. software) is inside the game and recent projects to emulate (duplicate) the game on modern computers.

Program logic sets out what a project will do and how it will do it.

3. Compare the Simon Game to other classic handheld game systems like the Nintendo DS:

a. List some similarities.

Some similarities are both are used for entertainment and both are portable. They both need programming and both have input and output devices.

b. List some differences.

Some differences are that the Nintendo DS can hold a lot more games and is more electronically advanced than Simon.

4. Compare the Simon Game to modern console game systems:

a. List some similarities.

Both consoles and both are fun. Both have output and input devices.

b. List some differences.

Modern day devices have screens as an output device along with speakers where Simon only has audio output and doesn’t have a screen.