Level 2: Game Play - Input / Output Analysis

Explore the Simon Game and Instruction Booklet to understand how the game works with respect to playing the game.

1. Describe how to play the game in your own words using point form. Assume that the pattern is at the 3 tone stage (e.g. Red, Green, Blue).

You would choose whether you want to play solo or as a party and then you would hit the colors in order to continue the game. You remember the pattern and continue to click it how the game was shown to continue to keep advancing to the next level.

2. Re-format your answer to question #1 above to identify and list all the steps required to start a new pattern.

• Use an IF … THEN… statement format.

• e.g. IF the user presses a green button THEN the game flashes a green light

If the Red light then green light then blue light lights up then you would hit the buttons in that order to continue the game and to keep making it to the next level.

If the game shows the lights in a certain pattern then the player would correspond in the same way by pressing the pattern.

3. Re-format your answer to question #1 above to identify and list all the steps involved in successfully completing the pattern (e.g. Red, Green, Blue).

• Use an IF … THEN… statement format.

• e.g. IF the user presses a green button THEN the game flashes a green light

If the game sets a specific pattern then the player has to hit the specific patterns to continue advancing.

If the player hits the wrong button then the player loses and has to restart the game over again.

4. Re-format your answer to question #1 above to identify and list all the steps related to making a mistake in the pattern (e.g. Red, Green, Red).

• Use an IF … THEN… statement format.

• e.g. IF the user presses a green button THEN the game flashes a green light

If the player hits the wrong button from which the game had shown then the player loses.

If the player hit the wrong player then the player would have to restart.

5. List all of the user input objects and actions using a table similar to the one below.

Object Action Result

e.g. Red Button e.g. Push e.g. Record a step in the pattern

Right button push Records a step in pattern

Wrong button button push Hitting the wrong button makes you lose

6. List all of the user output objects and actions using a table similar to the one below.

Object Action Meaning

e.g. Red Light e.g. Play tone e.g. Indicates a step in the pattern

Red light Lights up Indicates a step in the pattern

Red, Green, Blue, Yellow Sound Lights up

Makes noise Indicates a long pattern for the player to remember

Makes noise every time right button is hit