Level 1: Play the Simon Game

1. Play the Simon game in your group while taking note of the following game-play items:

a. What was your personal best score?

My personal best score was around 9. When I got nine it was very tricky to remember the colors.

b. What was the personal best score in your group?

In our group our best was 12 and Emil got that.

c. What makes it a good game?

The game was a challenge which is always a good aspect to a game. It was addicting because when I lost I wanted to keep playing and wanted to keep beating my score.

d. In what ways is it similar to modern computer games?

It is similar to games today because it has the same aspect where the players want to keep playing to beat each other or to beat their own scores. It probably has some of the same basic programming in it that today’s games have.

2. Play the Simon game in your group while taking note of the rules of the game:

a. How do users input information into the game?

The users input information into the game by clicking the corresponding lights as soon as the game flashes them. The players hit the lights that flashed in the same order.

b. How does the game output feedback to the players?

The game outputs feedback to the players by lighting up a certain color that is randomly generated.

c. What are the game options for starting the game?

One option is to play solo and to go for a high score by yourself by hitting the corrected lights and overtime it gets harder and harder. There is a mode call pass it where it challenges one player and after they pass it goes onto the next the player until a player gets it wrong and is eliminated from the game.

d. What are the end conditions for stopping the game?

The end conditions are when a player misses the right color and gets it wrong.