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The device is called Jankin Says. It is the jankier cousin of the game Simon Says. In order to use the device, the user must press a button to begin a sequence of LED lights turning on in a specific pattern. After which the user can respond by turning on the lights in the same order via wire. If the wrong light is entered, Jankin will immediately emit a red light indicating an incorrect answer and the user must restart by pressing the button again. If the user correctly inputs the entire sequence, a green light will turn on upon the last input indicating the user was correct, after which they must press the button again to restart. The user can also press the button and restart the sequence anytime they like.

The device uses a pin in an Arduino Board for each light and switch. The sequence is created and can be easily changed in code via an array and the size of the array. Upon pressing the button, it begins a StartUp function that loops and iterates through the array, turning on each light in the order that was set. After which the the StartUp loop breaks and a Respond loop begins. In the Respond loop, it iterates through the array again, but also compares it to the input LED the user selects. If the light matches the current position of the array, the loop continues. If it doesn't match, the loop is broken and the user must press the button again to restart.

Jankin Says can be used as a toy for children. With more work done it can hold more sequences that get progressively harder like a game. They may also be able to put their own patterns and compete with other children. This device can be used by adults as a form of locking mechanism or passcode security device. They can hook this to a door, locker, or safe and use a special code to unlock it. Just from storing a pattern and displaying with lights, with a push of a button many of these devices put together can create a message or show as a means of advertising or entertainment.