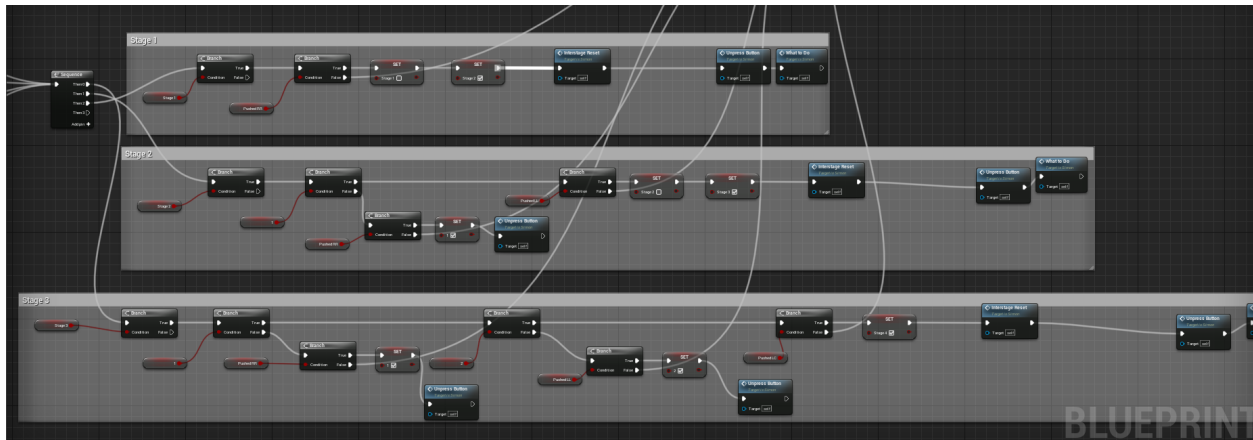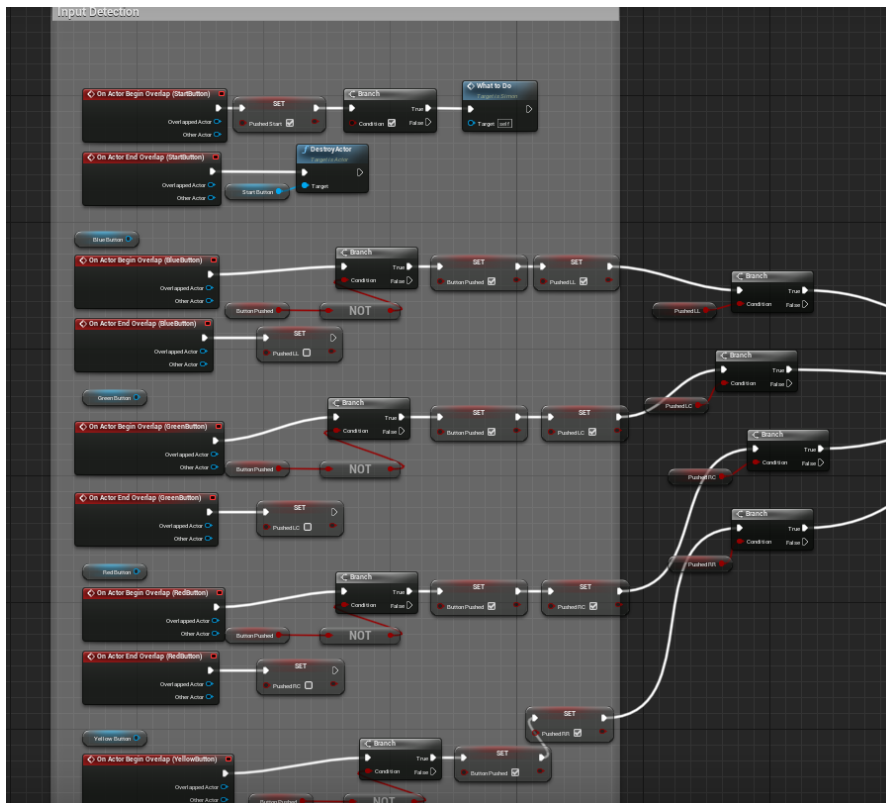# Extreme Simon Game Report

Extreme Simon is a VR Concert Simulator game. You will play as a stage production manager backstage at a concert, where you have to push buttons specified by the screen in front of you (similar to the classic Simon game), and if you do them in the correct order, the concert will go smoothly, however, if you mess up there will be an explosion onstage and you lose the game.
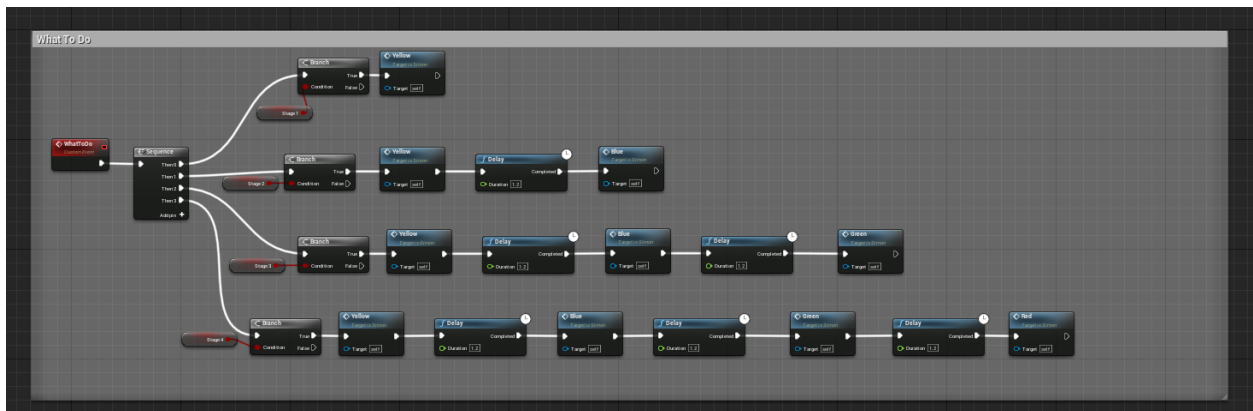
Code Snippets:

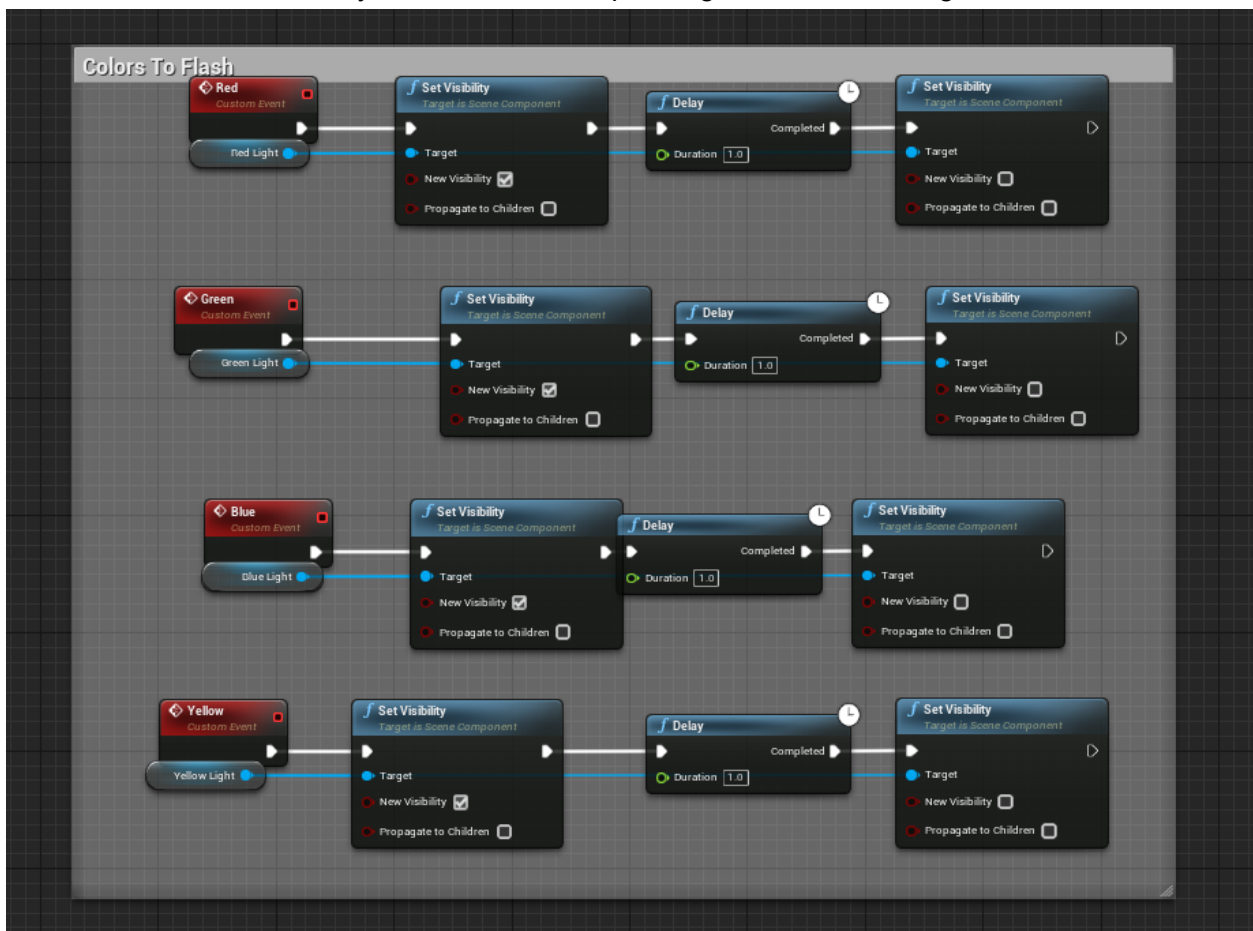Here is where we created the logic for running the three stages available in our game.

Here are the blueprints that manage our button pressing and releasing

Here is the code that creates the sequences for the player to follow on the screen

This is the code that actually flashes the corresponding colors on the stage screen

This is the code that allows the game to restart, and finish the game