Simon Wireframes
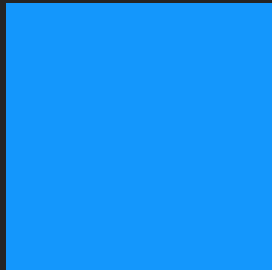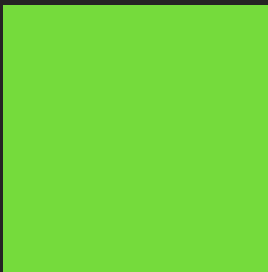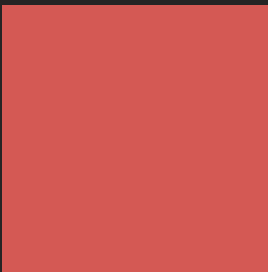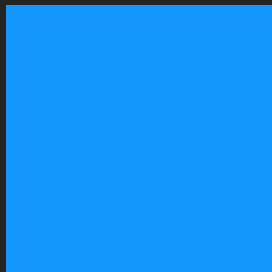
by Corey Loftus
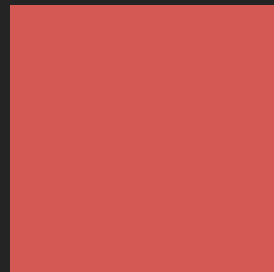
GA Project 1

Once START is pressed,
hide button and start computer turn

START
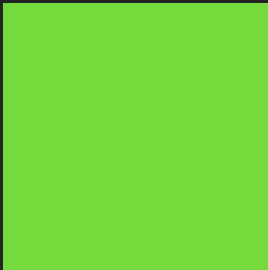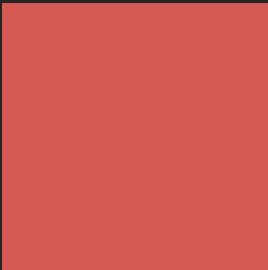
Computer

Player

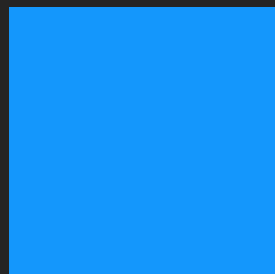*When tile is clicked, animate to:*
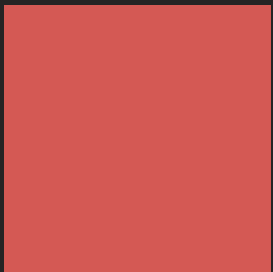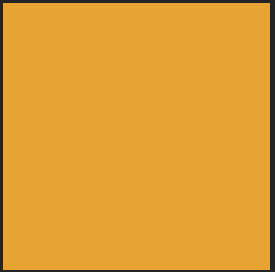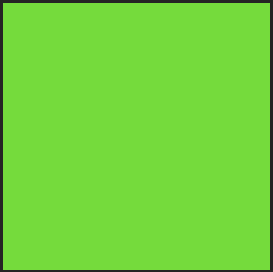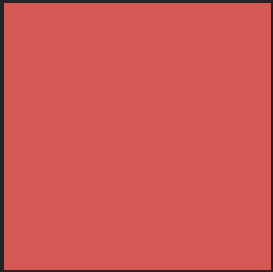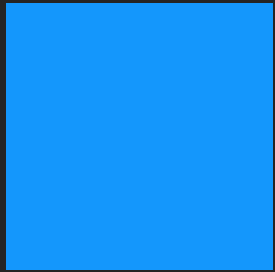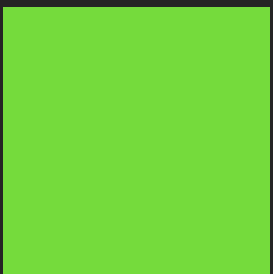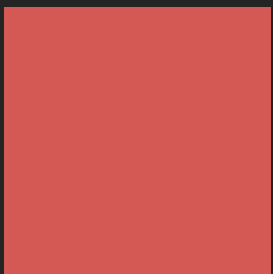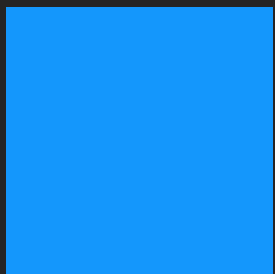*grow 1.5x, then return to normal size*
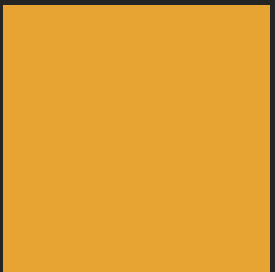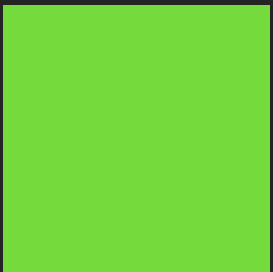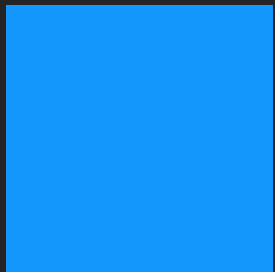
Player

YOU WON
Matched 2 tiles

Player

YOU LOST
incorrect match