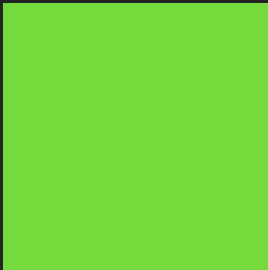
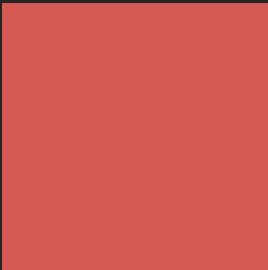
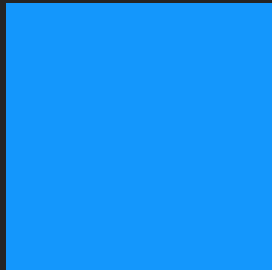
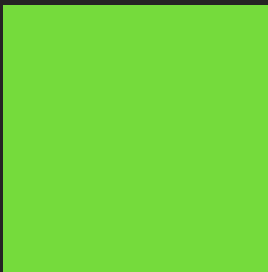
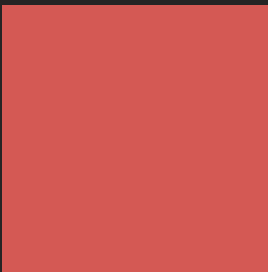
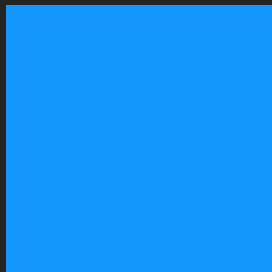


Simon Wireframes

by Corey Loftus

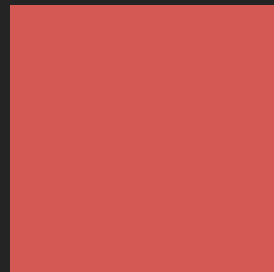
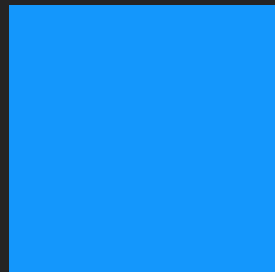
GA Project 1

*Once START is pressed,
hide button and start computer turn*

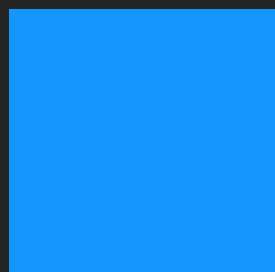


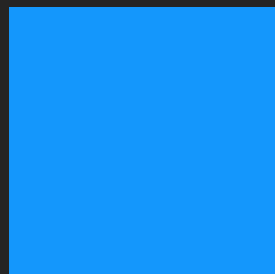
*bold text to identify
whose turn it is*

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

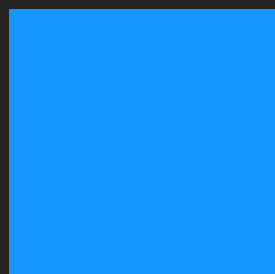


Computer

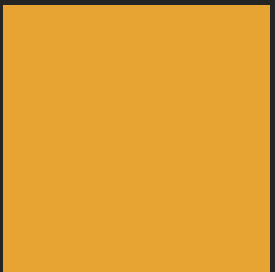
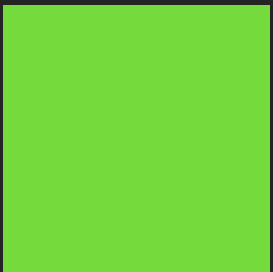
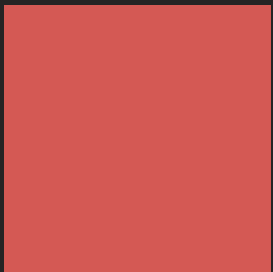
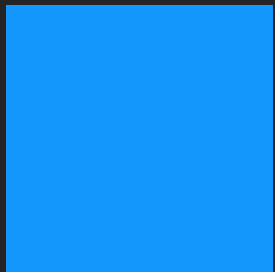




Player



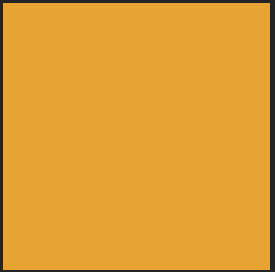
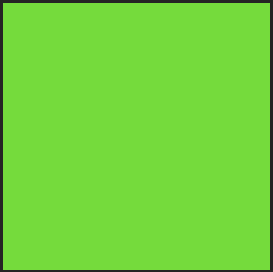
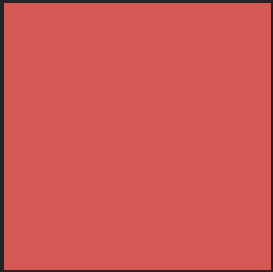
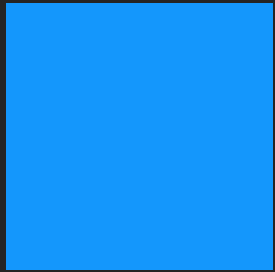
*When tile is clicked, animate to:
grow 1.5x, then return to normal size*

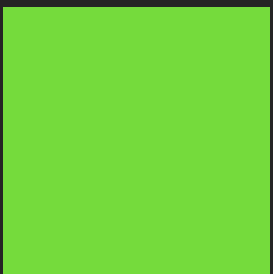
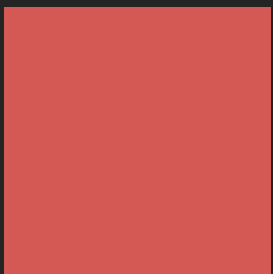
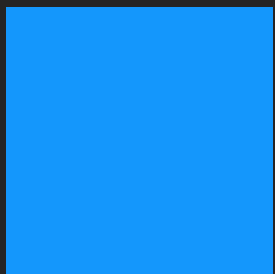


Player

YOU WON

Matched 2 tiles





Player

YOU LOST
incorrect match

