

# Application fact sheet

**Memory tester** is a browser-based game where the player needs to memorise the sequence displayed on the colour grid on the screen. The colour grid consists of six squares, each one represents a hue light in SMB109. The player will click start and the first colour for the player to memorise will flash on the screen.

The game is very easy to grasp, after the coloured square flashes the player will input what square they think flashed by clicking that coloured square and that will turn on the corresponding hue light in SMB109. If the player gets the first one correct, then another (or the same) square will flash and this will be added to the sequence that the player must imitate by clicking the different colours in the same order that they flash.

When the player gets the sequence wrong then the colour grid will be disabled, and it will say game over on the screen and display the players score. The player is then free to click play again if they wish to.

Future work for the game would be for the entire sequence to be repeated to the player before the new entry. A show sequence button could be programmed so the player can only do this a limited amount of times.

## Key features:

- Player can operate the hue lights using corresponding with the lights in the game.
- Player can see what they scored.
- The computer stores the sequence into an array.
- The players sequence is compared to the computers sequence.
- The appropriate buttons are disabled when the player should not click them and re-enabled when they should.