**Simon game (Doug say’s)**

**Proposal:**

For my first project I would like to build a simple Simon game in the browser. I will use HTML, CSS and JavaScript to code the game. The game will consist of a 4 color grid layout and a basic UI which will have a start button and score. I would also like to incorporate difficulty levels which will increase the layout size and animation speed.

User story:

* As a user I want to see a 4 color grid display on screen and a Start button
* As a user I should be able to click Start to initiate the game
* Game should start, generate random pattern sequence
* As a user I should be able to attempt to mirror the pattern sequence
* As a user I should be able to see which round I’m on
* As a user, if I input the correct sequence, the sequence should init again
* Sequence should increase by 1 each time the user guesses correctly
* As a user, if I input an incorrect guess, the game should end.
* As a user I should be able to see my high score