

Oreo McFlurry
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APCS Pd 6

Simon
PShape s, sq0, sq1, sq2, sq3 ArrayList<int> pattern int highScore
void setup() void draw() void mouseClicked() void lightUp (int n) void newRound() [adds random value to pattern, displays pattern] void repeatPattern() [when the user actually plays] void playSound() void playAgain()

Will possibly use this Button class (credit to AP's group) instead of PShape

<https://github.com/drew-pi/Ruff-Commandos-Final-Project/blob/main/v0/ButtonDriver/Button.pde>

Button
float _cornerX, _cornerY float _width, _height color c
Button(float x, float y, float len, float high) Button(float x, float y, float wid, float high, color col) void execute() void display() boolean isInButton()