**Outline**

Play the original Simon game to establish a mind-set around basic game systems. Research the history of game systems. Analyze the Simon game from an input-process-output perspective.

**Objectives**

* Use the input-process-output model to solve programming problems.
* Use industry-standard programming tools (e.g., UML [Unified Modeling Language], diagrams, structure charts, flow charts, pseudocode) to develop a software project.

**Materials**

* Simon game obtained from teacher

**Level 1: Play the Simon Game**

1. Play the Simon game in your group while taking note of the following game-play items:
   1. What was your personal best score?

8

* 1. What was the personal best score in your group?

9

* 1. What makes it a good game?

when you play with other people

* 1. In what ways is it similar to modern computer games?

how it could keep all the information we a puting in

1. Play the Simon game in your group while taking note of the rules of the game:
   1. How do users input information into the game?

by pressing the button it show you

* 1. How does the game output feedback to the players?

by the speaker

* 1. What are the game options for starting the game?

press the small green button to start a game or a new game

* 1. What are the end conditions for stopping the game?

set goals to beat your own or someone else recore and turn it off

**Level 2: Simon History**

Suggested web resource: http://americanhistory.si.edu/collections/search/object/nmah\_1302005

1. Research the history of the Simon game, focusing on the following questions:
   1. Who created Simon?

Ralph Baer

* 1. What previous game was it based on?
  2. hexagonal
  3. What was the first game system?

brown box

* 1. What games did it have on it?

ping-pong arcade game re

1. In your group, discuss the following questions:
   1. What is the oldest game system you have played on?

will

* 1. How are old games different from current games?

the have better sound and hd

* 1. How are old games similar to current games?

colors,joystick and they have same game kind of .

**Level 3: Inside the Simon Game**

1. Research on-line about what is physically inside the game and the components inside the package:
   1. What electronics devices and components provide the logic and computer processing?
   2. What electronics devices and components collect physical input from the user?
   3. What electronics devices and components provide output (sight and sound) to the user?
2. Research on-line about program logic (e.g. software) is inside the game and recent projects to emulate (duplicate) the game on modern computers.
3. Compare the Simon Game to other classic handheld game systems like the Nintendo DS:
   1. List some similarities.
   2. List some differences.
4. Compare the Simon Game to modern console game systems:
   1. List some similarities.
   2. List some differences.

**Level 4: Presentation**

1. With your group, prepare a 5-10 minute PowerPoint (or equivalent) presentation about your research related to the Simon Game.