

Kevin Tavera

ECE-350-001

10.14.2020

Lab 3: Simon Says Game

Description: The way the game works is a sequence of lights between 1-10 will flash and the player will have to press the buttons corresponding to the lights. There are 4 leds of different colors so if the sequence starts at red the user must press the red button. If the next sequence is green and yellow, they must press the green and yellow buttons in that order. Should the user press the wrong buttons the wrong buttons the game is over.

Breadboard: I set up the breadboard in such a way that the buttons will be on one side and the leds will be on the other. I used a rail as a ground for the leds while I used the rail on the other side as power for the buttons.



