This program, written in C#, should create random arrow combinations to test one’s memory. For each level gained it should add 1 more arrow until a miss is given. Once the miss is given it should give the user a prompt that says, “sorry but you missed” and reset the game to the new game menu.

A few requirements are:

* It should show graphics of arrows at the bottom which should glow to show the combination
* It should memorize the previous combination and add onto it by 1 arrow each time
* It should show the combination with only a 1-2 second (60-120 ms) pause between each arrow combination.