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Module B.1: Level 1 : Start of Game - Input / Output Analysis

1. To start a new game on Simon the user has to press one of the four buttons and click the red button to start a solo game or the green button for a party game.
2. IF the user presses any of the buttons THEN The Simon Game will turn on.

IF the user presses the red button THEN the user can play a solo game.

IF the user presses the green button THEN the user can play a party game.

IF the user presses the blue or yellow button THEN the nothing will happen.

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| **Object** | **Action** | **Result** |
| Red button | push | -The Simon will turn on  -The solo game is activated |
| Green button | push | -The Simon will turn on  -The party game is activated |
| Blue button | push | -The Simon will turn on |
| Yellow button | push | -The Simon will turn on |

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| **Object** | **Action** | **Result** |
| Red Light | Play tone | -Indicates the game is on |
| Blue Light | Play tone | -Indicates the game is on |
| Green Light | Play tone | -Indicates the game is on |
| Yellow Light | Play tone | -Indicates the game is on |