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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.
2. IF the user presses one of the four coloured buttons THEN The Simon Game will turn on.

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| **Object** | **Action** | **Result** |
| Red button | push | -The Simon will turn on  -Record a step in the pattern |
| Green button | push | -The Simon will turn on  -Record a step in the pattern |
| Blue button | push | -The Simon will turn on  -Record a step in the pattern |
| Yellow button | push | -The Simon will turn on  -Record a step in the pattern |

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| **Object** | **Action** | **Result** |
| Red Light | Play tone | Indicates the next step in pattern |
| Blue Light | Play tone | Indicates the next step in pattern |
| Green Light | Play tone | Indicates the next step in pattern |
| Yellow Light | Play tone | Indicates the next step in pattern |