Order to complete Simon Game do not type in the code one file at a time.

Your first compile and run test should have main.cpp and execute a system pause.

1. Include sfml and simple game class { clear screen no drawing, 30 FPS and close window on exit event.}
2. Add one rectangle and draw it.
3. Add all rectangles and draw.
4. Add title text
5. Add other text object and draw.
6. Add Game modes and switch statement for update (still doing nothing)
7. Add button press detecting to processGameEvents
8. Add exit button behaviour
9. Add functionality to starting to set difficulty .
10. Add sound file, play sound
11. Add square highlighting
12. Add playing functionality for a sequence of notes. (we will play multiple notes before we check for any)
13. Add listening code
14. Add win loose