

Sr No.	Components	Functions
1	JK Flip Flops	Used to store both the previous and new sequence
2	Counter	Used to display the score in each level as well as the level the player is currently at.
3	LEDs	<p>Used to display the sequence.</p> <p>Used to tell the player whether to input the current sequence or the previous sequence</p> <p>Used to show whether the player has won or not</p>
4	Multiplexer	Decides which sequence to input
5	XNOR gate	Used to compare the sequence inputted by the player and the correct sequence. If both are equal, 1 is given as the output
7	XOR gate	The last 2 bits in the sequence are XOR'ed to generate a new first bit so as to create a new sequence.
	Buttons	Used to take the input from the user.