Module A.1: Simon Game Answers | Raajwinder

# Level One

1. Play the Simon game in your group while taking note of the following game-play items:
   1. What was your personal best score?

My personal best score was ten.

* 1. What was the personal best score in your group?

The best score of our group was a high score of 14.

* 1. What makes it a good game?

I think it’s a good game because it challenges you to achieve a higher score. It offers this for either poor or better players.

* 1. In what ways is it similar to modern computer games?

I believe it’s similar to other more modern computer games by the way it’s created. It is not a game like chess, it is a computer game, and because of that I believe it has more in common with other modern computer games than chess.

1. Play the Simon game in your group while taking note of the rules of the game:
   1. How do users input information into the game?

Users of the game input information by clicking one of the four colored buttons.

* 1. How does the game output feedback to the players?

It displays feedback by audio and visual. It will play a jingle, and the corresponding button will flash.

* 1. What are the game options for starting the game?

There is a multiplayer, and a single player game mode.

* 1. What are the end conditions for stopping the game?

You can turn Simon off.

# Level Two

1. Research the history of the Simon game, focusing on the following questions:
   1. Who created Simon?
   2. What previous game was it based on?
   3. What was the first game system?
   4. What games did it have on it?
2. In your group, discuss the following questions:
   1. What is the oldest game system you have played on?
   2. How are old games different from current games?
   3. How are old games similar to current games?