Design Doc Simon Says

Class SimonSaysGame

- Current score
- Current pattern
- Chosen buttons
- Max score

- Func start game
    - After start new game button tapped hide it, show score, level
    - Call generate new pattern
    - Call Show the pattern
    - wait for user input
- Func Restart game
    - After player lost set new max score if applicable
    - Reset difficulty, current score
    - Reset UI
- Func addNewButton()
    - Adds a new button to the pattern
    - Increases difficulty
- Func showButtonsToTap
    - Displays new pattern and waits for the input
- Func chooseButton(ButtonType)
    - After user taps a button, add it to the current user pattern
    - Check current selection using indices, if there is mismatch game over
    - If their length match, check if they are equal go to the next level

Enum ButtonType { .red, .blue, .green, . yellow}

Struct Button (4 buttons)
- ButtonType enum
- Color
- HighlightedColor

Struct Score

- Current score
- Max score
- Level