**PRJ666 – MemBot User Manual**

**Main Menu / Dashboard**

When the app is launched you will be presented with a main menu / dashboard which contains icons for 5 different games. Each of these games are also labeled with the name of the game that they correspond to. Click any of the icons to launch that particular game. The games are: Pi Game, Chimp Test, Memory, Music Game and Safe Cracker.

Additionally, there is a button located at the button of the screen on the main menu that says “My Scores”. Clicking this button will navigate to a screen that will display your accuracy percentage for each of the 5 games as well as your high score for each game.

**Pi Game**

When you begin the game, you are presented with a “3.” Followed by the first four decimals of pi. Your goal is to remember these digits and type them into the text field box. When you enter digits into the text field box, the pi digits that were displayed will disappear. Press the “GO” button to submit your answer.

If you get the decimals correct, you will earn a point as indicated by the “score” counter at the bottom of the screen. Each time you enter the correct decimals, the length of decimals you will need to remember will be increased by 1.

If you enter the incorrect decimals, your strike counter will be increased by 1 as indicated by the “strikes” counter at the bottom of the screen. If you get 3 strikes, the game will end and you will be presented with a “RETRY” and “QUIT” button.

Pressing the “RETRY” button will reset the game and you begin again. Your score and strikes will also reset to 0.

Pressing the “QUIT” button will take you back to the main menu.

**Chimp Test**

You will be presented with three buttons that each have a number. Your goal is to click the buttons in order starting from the lowest number to the highest number. Clicking the lowest number will cause the numbers displayed on each of the buttons to disappear.

If you click all of the buttons in the correct order, you will earn a point and indicated by the score counter at the bottom of the screen. For every three points in a row, an extra button will be added to the screen up to a total of 20.

If you get the order wrong, your score will reset to 0 and you will earn a strike as indicated by the strikes counter at the bottom of the screen. The number of buttons will also reset back to 3. If you get 3 strikes, the game will end.

When the game ends you will be presented with a Retry and a Quit button. Clicking the retry button will restart the game from the beginning and reset the score and strikes counters back to 0. Clicking the quit button will take you to the main menu.

**Memory**

There are 18 cards displayed on the screen. Each card contains an image. Clicking on a card will flip it over revealing the image. Your goal is to find the card with a matching image making a pair. You must reveal all 9 pairs of cards.

When you flip two cards with matching images, your score will increase by 1 as indicated by the “pairs” counter at the bottom of the screen.

When you flip two cards that don’t match, you will earn a strike as indicated by the “strikes” counter at the bottom of the screen. If you get 6 strikes in a row the game will end.

When the game ends you will be presented with a Retry and a Quit button. Clicking the retry button will restart the game from the beginning and reset the pairs / score and strikes counters back to 0. Clicking the quit button will take you to the main menu.

**Music Game**

The goal in this game is to recite the sequence of the 4 displayed buttons. When the game begins, one of the four colored buttons will light up and play a corresponding sound. Clicking the same button will add a new button to the sequence which will be played. Each time you correctly recite the sequence, it increases by 1. The goal is to keep reciting the sequence in the right order for as long as you can.

Each time you get the sequence correct; your score will increase by 1 as indicated by the score counter at the bottom of the screen.

When you get the order wrong, the sequence will end and a new one will begin randomly starting once again with a single button. You will earn a strike as indicated by the strikes counter at the bottom of the screen, getting 3 strikes in a row will end the game.

When the game ends you will be presented with a Retry and a Quit button. Clicking the retry button will restart the game from the beginning and reset the score and strikes counters back to 0. Clicking the quit button will take you to the main menu.

**Safe Cracker**

You are presented with a 10-digit numerical keypad like that found on a safe. A randomized sequence of four keys will be lit up on the keypad, one digit at a time. You must recite this sequence correctly and then press the “GO” button.

If you get the sequence correct, you will earn a point as indicated by the score counter at the bottom of the screen. A new randomized sequence will then be displayed that is one digit longer than the previous one. The goal is to see how long of a sequence you can remember.

If you get the sequence wrong, you will earn a strike as indicated by the strikes counter at the bottom of the screen. The sequence length will reset back to four digits. If you get three strikes the game will end.

When the game ends you will be presented with a Retry and a Quit button. Clicking the retry button will restart the game from the beginning and reset the score and strikes counters back to 0. Clicking the quit button will take you to the main menu.

**My Scores**

Clicking the “My scores” button at the bottom of the screen on the main menu will take you to the scores section which will display your accuracy score and your high score for each of the 5 games. This data is updated and saved each time you play a game.

At the bottom right of the screen is a “back” button, clicking this will take you back to the main menu.