Simon Game
This project is a simple Simon game created using C++ in Qt Creator. It emulates the classic Simon electronic game, where the player must mimic the sequence of colored lights and sounds generated by the game.

Getting Started
To run the game, follow these steps:

Prerequisites
Qt Creator installed on your machine
Installation
Clone this repository to your local machine using: /*Deleted out for school rights*/

Build the project using the Qt Creator IDE.

Run the compiled executable.

How to Play
When the game starts, a sequence of colors will be shown.
The player must mimic the sequence by clicking on the corresponding colored buttons.
If the sequence is repeated correctly, the game adds another step to the sequence.
If the player makes a mistake, the game ends.
Features
Simulated colored buttons representing the sequence.
Incremental difficulty through speed as the game progresses.

License
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