

Documentation

Overview

This project is a web-based implementation of the classic "Simon" memory game. Players must repeat a sequence of button presses, which increases in length and complexity with each round. The objective is to remember and correctly reproduce the sequences.

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Getting Started

To get started with this project, ensure you have a modern web browser installed on your system.

Installation

1. **Clone the repository:**

Copy code:

```
git clone https://github.com/vaibhavpal02/simon-game.git  
cd  
simon-game
```

2. **Download Dependencies:**

- The project relies on jQuery, which is loaded via a CDN in the HTML file.
- Ensure your internet connection is active to load external resources.

Usage

1. Open the **index.html** file:

- Use a web browser to open the **index.html** file. You can do this by double-clicking the file or by dragging it into an open browser window.

2. Playing the Game:

- Press any key to start the game.
- Follow the sequence of colors and sounds.
- Click the buttons in the same order as the sequence displayed.

Configuration

- **HTML (**index.html**):**
 - Defines the structure of the game interface.
 - Includes references to the CSS file (**styles.css**) and the JavaScript file (**game.js**).
- **CSS (**styles.css**):**
 - Styles the game elements for visual appearance.
 - Contains classes for button colors, game-over effects, and pressed button animations.
- **JavaScript (**game.js**):**

- Implements game logic including sequence generation, user interaction, and game progression.
- Handles game start, button clicks, sequence checks, and game over scenarios.

If you have any questions or need further assistance, feel free to contact the project maintainer:

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Thank you for using our project! Enjoy playing Simon!