Simon game

***Level 1***

* 1. What was your personal best score?

My best score when playing this game was level 5.

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

The personal best score in the group that I was in was level 13.

* 1. What makes it a good game?

The thing that makes Simon a good game is that it requires a lot of focus and concentration. When I was playing the game and I lost I found myself to be very upset and frustrated, that when the game was over I immediately started a new game to beat my high score. From my own experiences I find this game to be very addictive in a good way that keeps people playing a lot.

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

The game Simon is similar to modern day games because you ca compete and play with friends, how you would do that is to pass the Simon game around and see who has the highest score.

* 1. How do users input information into the game?

Users input information into the game by pressing the buttons the Simon game tells it to press. For example when you press the red button that starts the game the Simon game will light up different colors in a specific pattern, then the player must try to attempt the exact same sequence of letters.

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

The Simon game outputs feedback to the players by selecting a pattern of colors that the player must follow in the exact same order.

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

To start the game you have to press the red button and then the sequence of colors will start.

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

The end conditions for stopping the game are when a player does not select the correct order of colors.

***Level 2***

* 1. Who created Simon?

Ralph Baer helped develop the Simon game but during his career he accomplished a lot more then that.

* 1. What previous game was it based on?

The Simon game was based on an arcade game called Touch Me. Mr. Baer and Hoard Morrison first saw the arcade game at a trade show in 1976. They both agreed that the Touch Me game was not very good but the idea of the machine creating a pattern and the player would have to repeat the pattern was found as a good concept to both Mr. Baer and Morrison. Therefor that’s how the Simon game was brought up.

* 1. What was the first game system?

The first game system invented was called the brown box which was invented by Ralph Baer and his colleagues at Sanders Associates in 1967. The physical description of this game incudes aluminum and vinyl. The brown box had basic features that most video game consoles still have today like multiplayer program system and two controls. Also the brown box could be programed to play a variety of different type of games by flipping the switches along the front of the unit.

* 1. What games did it have on it?

The brown box had a lot of variety when it came to different types of games. Some of the games that you could play on the brown box was ping-pong, checkers, target shooting with the use of a light gun. Golf putting game and four different types of sports games. Therefor you can see that the brown box had a lot of games to offer to anyone who bought this gaming system.

* 1. What is the oldest game system you have played on?

The oldest gaming system I have played was probably A PS2. Now I have gone on to play the ps4. I really like the graphics on the ps4 and the gaming system makes the games resemble real life sports like hockey and basketball, but there are many more examples.

* 1. How are old games different from current games?

Old games are different from today’s games because the graphics have improved enormously. Also now a day’s people can play online with friends and talk to them online. The older games never had that, the older games was just the player against the computer. Also today’s games are different because new ideas have involved so there so many new games.

g. How are old games similar to current games?

Old games are similar to current games because in current games you can still play against a computer. Also a lot of the games are similar like sport based games and car games.

***Level 3***

* 1. What electronics devices and components provide the logic and computer processing?

The components and devices that are used in the Simon game is a microcontroller, LEDs, push switch, preset resistor, resistors, piezo sounder and a 2x AAA battery box.

* 1. What electronics devices and components collect physical input from the user?

When a player pushes the button and switch that would be considered the physical inputs from the user.

* 1. What electronics devices and components provide output (sight and sound) to the user?

The piezo is a mini speaker that would makes sounds when the player touches that specific color. Also when a specific color is pressed the LED lights make the button light up.

1. Research on-line about program logic (e.g. software) is inside the game and recent projects to emulate (duplicate) the game on modern computers.

The program logic tells the Simon game what to do, how to do it and when to do it. The projects to duplicate the Simon game on modern computers was to use html, ccs and Java to program the game and to be able to play it on a computer.

1. Compare the Simon Game to other classic handheld game systems like the Nintendo DS:

The Simon game and the Nintendo DS are both portable. Also you can play these games anywhere you want. For example if you go out for dinner you can bring these two consoles with you and you won’t have to worry about keeping it charged into an outlet the entire time. Also these are both computer based games and are both really fun to play and require a lot of attention the game its self.

There are a few differences between these two games. One of the huge differences is that the Nintendo DS game is a more complex game and has more game modes and different type of games to play. While the Simon game only has a few game modes.

1. Compare the Simon Game to modern console game systems:

The Simon game and a modern console game have some similarities. They are both fun to play and acquire very good concentration skills. They are also both hard to get board of.

The Simon game and a modern console game of today also have a lot of differences. They are that the modern games are way more advanced when it comes to the software and computer. also games these days have way more game modes, while Simon only has the one game mode.

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