Level 0: play the Simon game

1.    My best score was 10

2.    The best score was 11 in the group

3.    What makes it a good game is because it is fun and you can play it with a group

4.    It is similar to computer games because it has buttons.

Level 1: Simon game

1. Ralph Baer
2. Simon Says was a game based on a Atari arcade game called Touch Me
3. Atari
4. Pong, Pac man,

In your group, discuss the following questions

What is the oldest game system you have played on

Sega genesis

How are old games different from current games

Old games like Sega genesis have more pixels but a new games on the ps3 have HD

1.  List all of the user input objects and actions using a table similar to the one below.

|  |  |  |
| --- | --- | --- |
| **Object** | **Action** | **Description** |
| small green round Button | Push | Starts the game |
| Small green round  Button | Push | To change the mode ex. G1 G2 G3 and music |
| Red button | Push | To play the game |
| Blue button | Push | To play the game |
| Yellow button | Push | To play the game |
| Green button | Push | To play the game |

2. List all of the user output objects and actions using a table similar to the one below.

|  |  |  |
| --- | --- | --- |
| **Object** | **Action** | **Description** |
| Red Light | Flash | Indicates a step in the pattern |
| Red Sound | Play tone | Indicates a step in the pattern |
| Blue light | Flash | Indicates a step in the pattern |
| Blue sound | Play tone | Indicates a step in the pattern |
| Yellow light | Flash | Indicates a step in the pattern |
| Yellow sound | Play tone | Indicates a step in the pattern |
| Green light | Flash | Indicates a step in the pattern |
| Green sound | Play tone | Indicates a step in the pattern |
| Small green round button | Play tone | Get’s the game setters |

3. List all of the all of the ways that an input action results in an output action using a table similar to the one below.

|  |  |  |
| --- | --- | --- |
| **Input Object** | **Output Object** | **Process Connection** |
| Red Button | Red Light | Flashes when button is pushed |
| Blue button | Blue light | Flashes when button is pushed |
| Yellow button | Yellow light | Flashes when button is pushed |
| Green button | Green light | Flashes when button is pushed |