# Simon Says

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Summary

- Memory matching game
- Each level 1-10 corresponds to new sequence of LEDs
- User inputs switch sequence to match the displayed LEDs
- Timers limit time users have to memorize sequence
- User has limited time bracket to replicate sequence after LEDs disappear
- Wrong user sequence results in restarting at level 1

How to Play

Upon powering, the seven segment displays "level 1" for 3 seconds
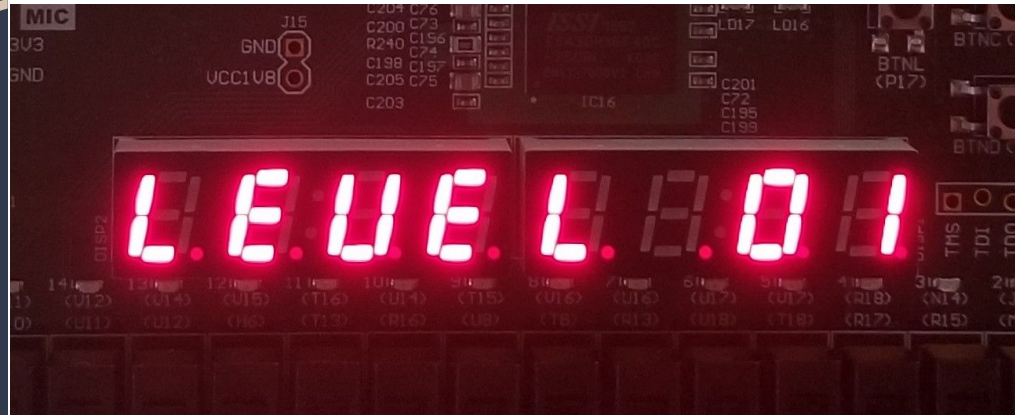
How to Play

The seven segments will then display "reset" until all switches are flipped down.
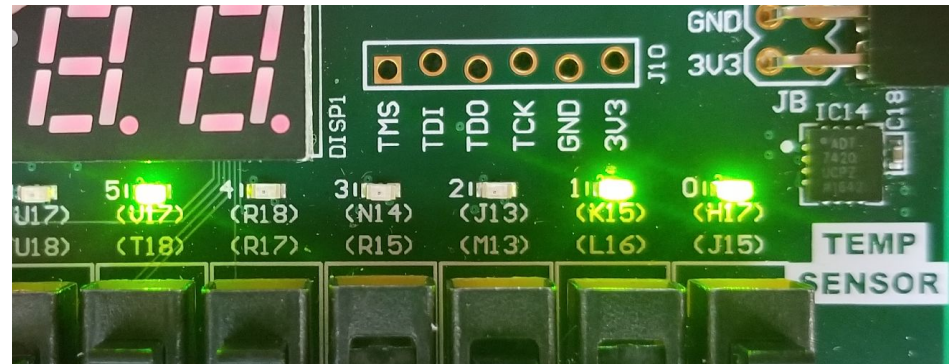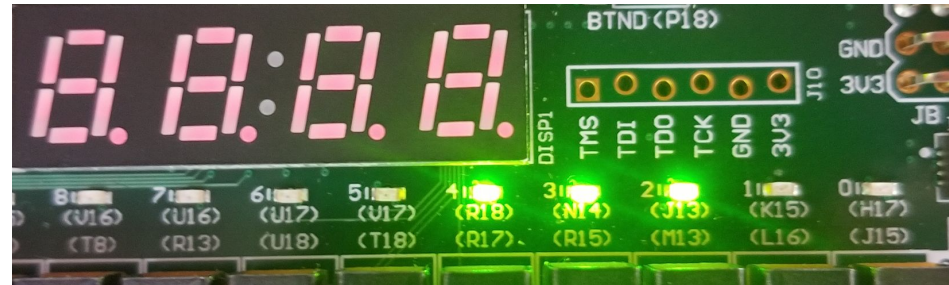
How to Play

The seven segment then display "ready" for 3 seconds until the game starts.
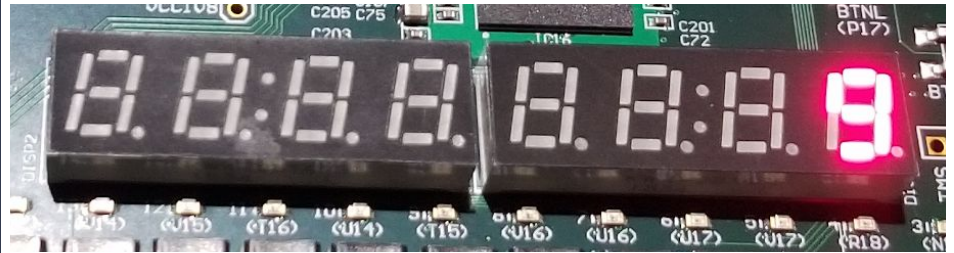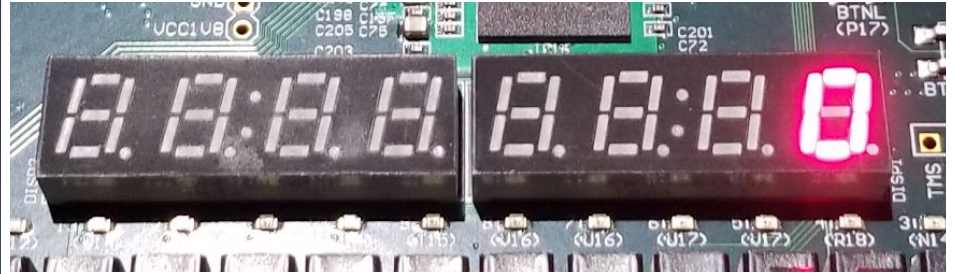
How to Play

The seven segments will turn off and a combination of LEDs will light up.

How to Play

A countdown from 9 to 0 will be displayed as the player must flip the corresponding switches.

How to Play

If the player does not match the switches with the LEDs, or the countdown hits 0, "you lose" will be displayed.

How to Play

If the player matches the switches with the LEDs, "yea yeet" will be displayed.

How to Play

3 Seconds after "yea yeet" is displayed, "reset" will again be displayed until all switches are flipped down.
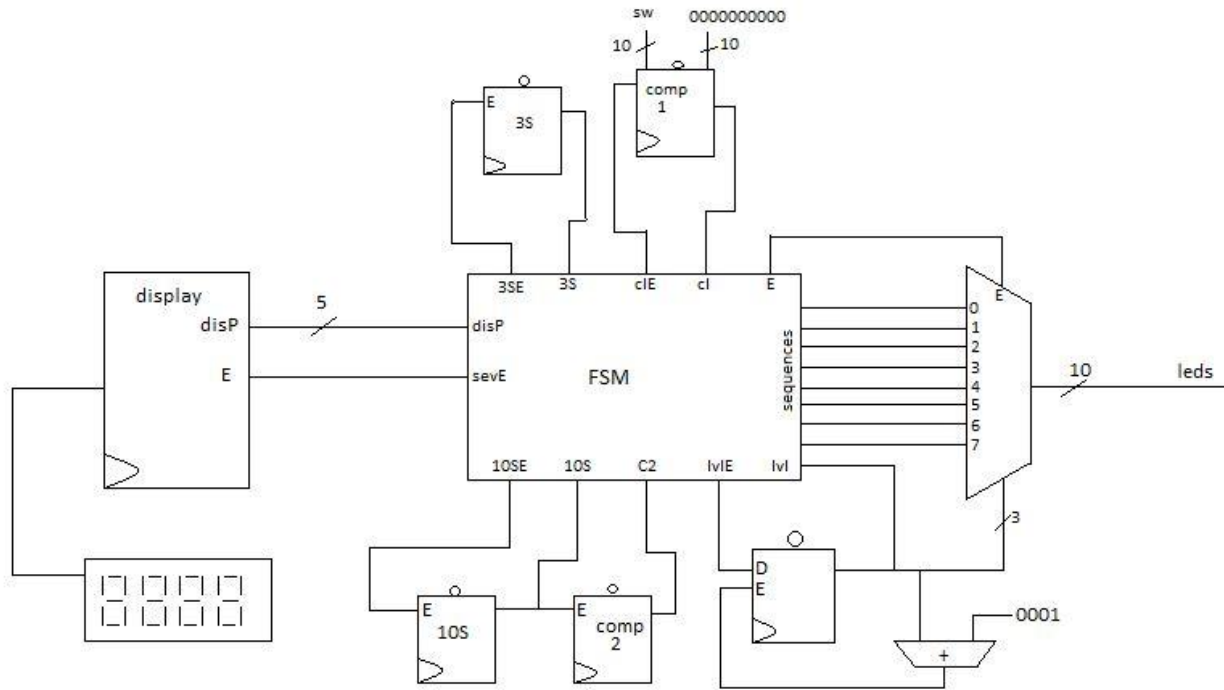
How to Play

The process will then repeat until the player completes 10 levels. After completing the 10th level, instead of "yea yeet" displaying, "victory" will be displayed.

Block Diagram

FSM