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SIMON MEMORY GAME

In an ordinary Simon Memory game, the user is tasked with remembering a random sequence generated by a computer. In our final project, we have mimicked this game, and added two other games similar to it. In addition to a one-player versus CPU game, there is a two-player versus CPU game as well as a one-player versus one-player game. The overall design of all the games include an LS2114 RAM chip with 4 X 1k bits of memory to store the sequence, a comparator on a CMOS 4585 chip to check if the user input is correct, and two 8-bit counters on two CMOS 4520 chips with their outputs compared using another comparator.