# Creating Custom Skills: Simon

This document will cover how to create a custom skill for your Simon, and in doing so will explain all of the configuration options for Simon.

1. This guide starts from the page of the Skill Creator you arrive at after you have selected the game (Please see Creating Custom Skills (Overview) for steps leading up to this stage)



**Starting Gesture Count:** This will determine how many gestures the student is asked to complete for the first sequence presented. For example if this is set to two.  The sequence of gestures will always be at least two gestures long

**Number of Rounds:** This determines how many rounds the game will continue for.  A round ends when the student makes a mistake.

**Gestures you'd like to use:** This allows you to select which gestures you want the student to practice for this skill.

**Difficulty:** This determines how long the student has to complete the gestures.