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UID-2

MEMORY GAME

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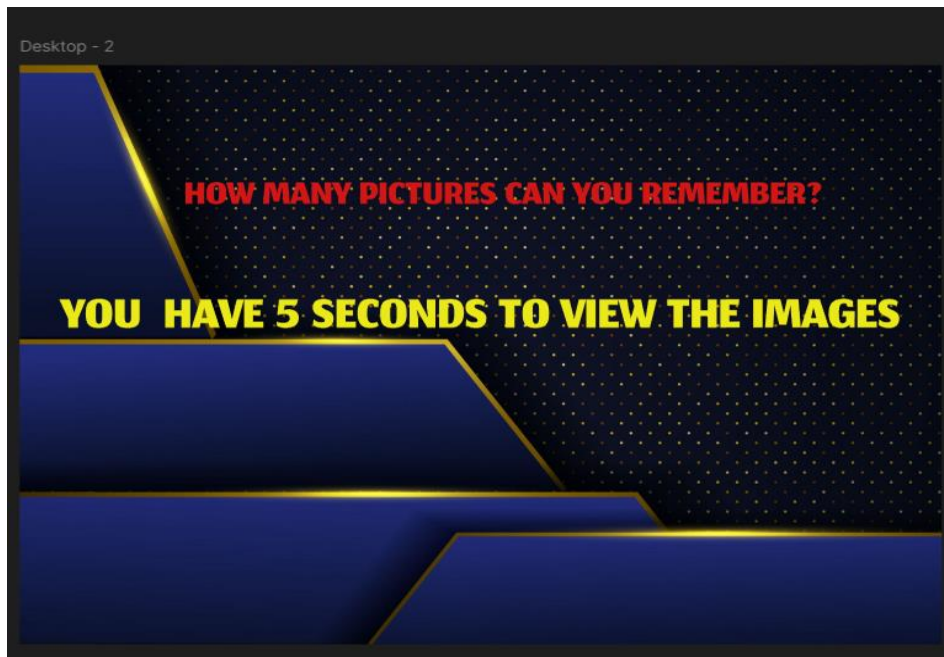


Image 1:

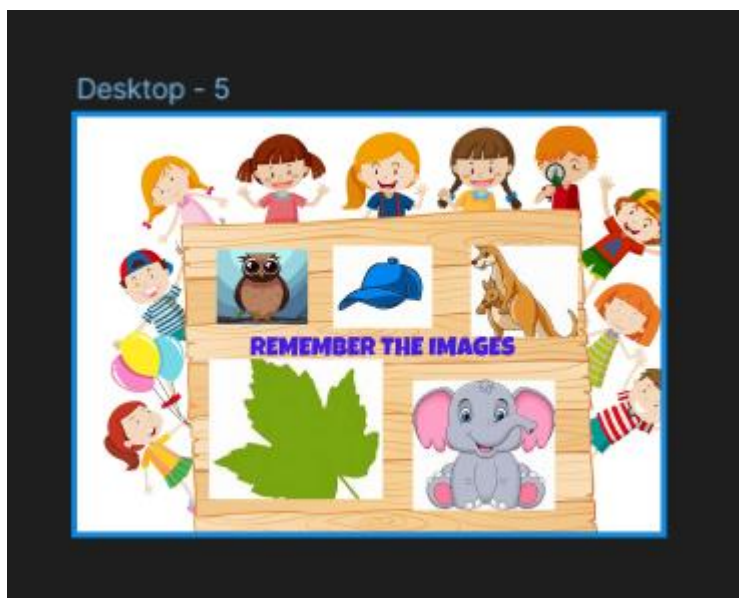
1Introduction Screen

- Displays the **title and instructions** to the player.
- Explains the rules: The player will **view a set of images for 5 seconds** and then recall them.

- Contains a **"Start" button**, which initiates the memorization phase.



2. Time Constraint – Users are informed that they have 5 seconds to memorize the items before proceeding to the recall phase.



Memorization Phase

- A set of **random images (e.g., icons, objects, symbols)** is shown on the screen.
- A **countdown timer (5 seconds)** appears, after which the images disappear.
- The images are grouped using **visual chunking**, helping users to categorize and remember them easily.



Recall & Selection Phase

- A larger list of **correct and incorrect images** is displayed.
- The player must **select the images they remember** from the memorization phase.

- Each image has a **checkbox or selection circle**, allowing multiple selections.
- A "**Submit**" **button** finalizes the selection and moves to the results phase.



Results Screen

- Displays the **number of correct selections** (e.g., "You remembered 6/10 images").
- Shows an **encouraging message** based on performance (e.g., "Great job!" or "Try again!").
- Includes a **rewarding visual effect** (e.g., confetti animation, checkmark icon).
- Option to **restart the game** for another attempt.