- UID-2 MEMORY GAME

230701218 NITHISH KUMAR K



Image 1: Introduction Screen 1. Title & Instructions – The screen introduces the "Memory Recall Task" and explains the challenge: viewing groups of icons or text and recalling them later.



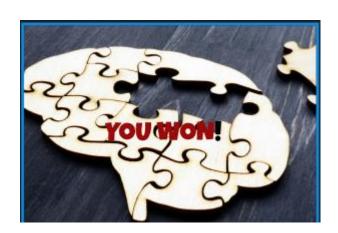
2. Time Constraint – Users are informed that they have 5 seconds to memorize the items before proceeding to the recall phase.





3. Start Button – An orange "Start" button initiates the task. Image 2: Memorization Phase 1. Three Groups of Items – The screen presents three categorized groups with different types of objects (transportation, food, and symbols). 2. Countdown Timer – A yellow "Time Left" box shows the remaining time before moving to the next phase. 3. Visual Chunking – The items are grouped logically to aid memorization. Image 3: Recall & Selection 1. List of Possible Items – The screen provides a mix of correct and incorrect items, requiring users to select what they remember. 2. Multiple-Choice Format – Each item has a selection circle, allowing users to mark multiple answers. 3. Submit Button –

The orange "Submit" button finalizes the selection.



Results Screen 1. Feedback & Score – Users receive instant feedback on their performance (e.g., "You remembered 5/9 items"). 2. Encouraging Message – A positive statement reinforces the effort. 3. Completion Icon – A checkmark with confetti adds a rewarding visual.