EXP NO: 2

MEMORY GAME USING FIGMA :

STEPS INVOLVED:

**Step 1: Set Up Your Figma Project**

1. Go to [Figma](https://figma.com) and create a new **design file**.
2. Name your project: **"Memory Game"**.
3. Select the **Frame Tool (F)** and choose a suitable device frame (e.g., **Desktop**, **Mobile**, or **Custom**).

**Step 2: Design the Game Layout**

1. **Create the Game Board**
   * Draw a **grid** using the **Rectangle Tool (R)**.
   * Set up a 4x4 or 6x6 grid for card placements.
   * Adjust the **grid size** based on your target platform.
2. **Design the Cards**
   * Create a **card** using the **Rectangle Tool (R)** (e.g., 100x100 px).
   * Duplicate the card to form pairs (e.g., 🍎, 🍌, 🐶, 🐱).
   * Add a **default card cover** using a new rectangle on top (use an icon like "❓").
3. **Add Game Elements**
   * **Title**: "Memory Game" (use the **Text Tool (T)**).
   * **Start Button**: Draw a button with the label "Start Game."
   * **Scoreboard**: Include a score counter and moves tracker.

**Step 3: Create Card Components**

1. Select a card and convert it to a **Component** (Right-click → **Create Component**).
2. Make **Variants**:
   * **Card Front** (with an image/icon).
   * **Card Back** (hidden state).
3. Use **Component Properties** for card states:
   * **Default**: Face-down.
   * **Flipped**: Face-up.

**Step 4: Prototype the Card Flip Interaction**

1. Go to the **Prototype** tab.
2. Select a **card** and create an **Interaction**:
   * **On Click** → **Change to Variant (Flipped State)**.
3. Set the animation to **Smart Animate** for smooth flipping.

**Step 5: Build Game Flow**

1. **Start Game** Button:
   * Link it to the **game screen** using the prototype tool.
2. **Restart Button**:
   * Create a **restart** button that resets the card states.

**Step 6: Test Your Prototype**

1. Click the **Play** button (top-right) to preview your memory game.
2. Interact with the cards to test the **flip animation**.

**Step 7: Enhance the UI**

* Add hover effects on cards.
* Customize card colors and typography.
* Improve the animation duration (300ms is ideal for a flip).

MEMORY GAME DESIGN :

https://www.figma.com/proto/WEo4Wq3bC7xRpLaLkNS0d3/Untitled-(1)?node-id=0-1&t=XVO1uA9Qxda5l9qy-1