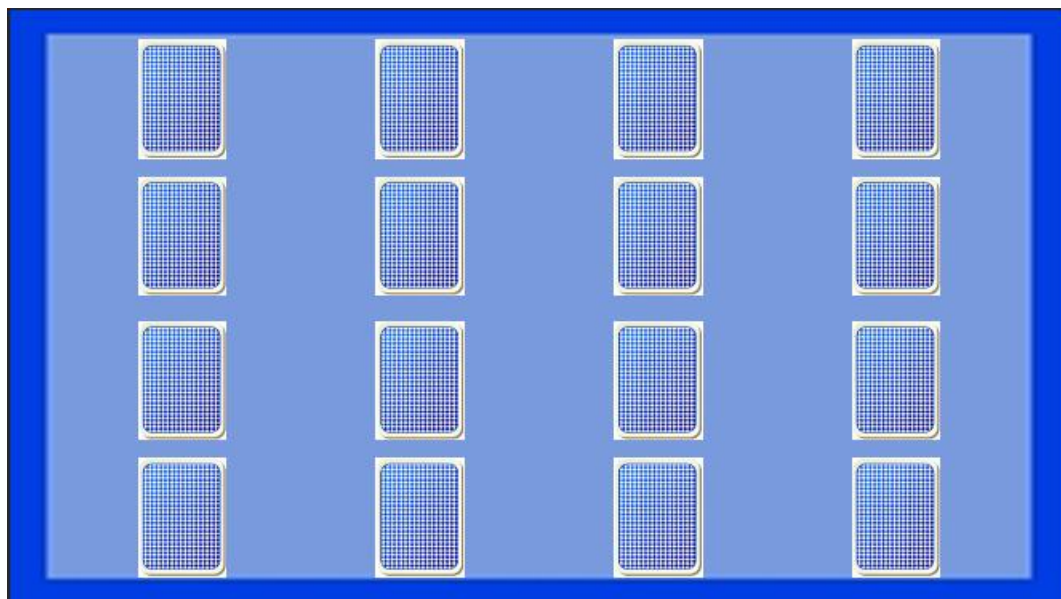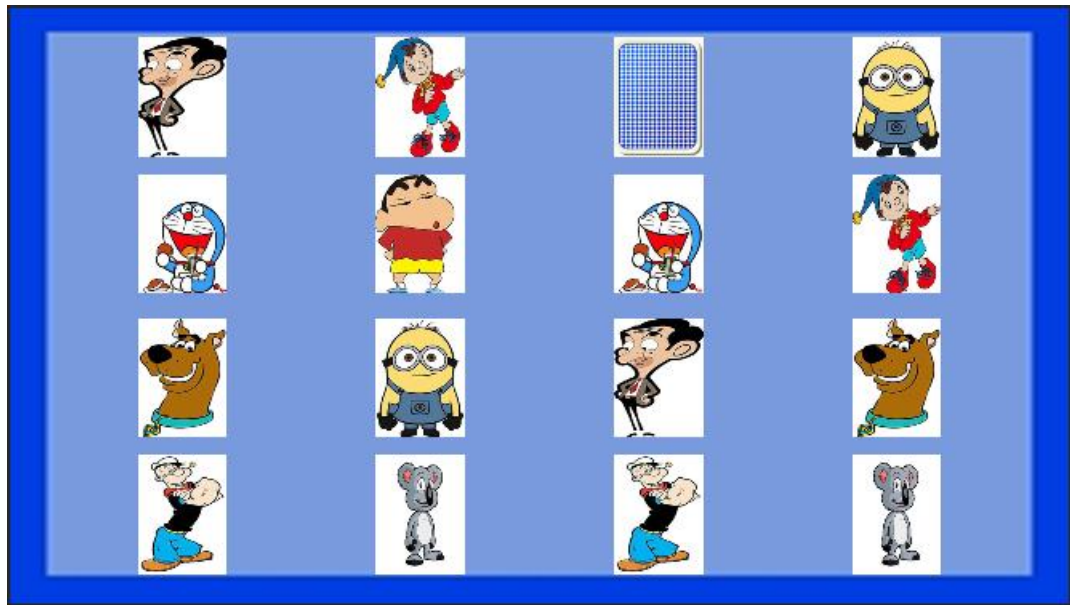This game is a simple card matching game where the user can flip over cards and find matches then once all matches are found and flipped over the game will end.

This game first prompts to user with a simple start screen where the user can either start a game or quit the game

From there the user is given a randomized board to solve. The board consists of 16 cards showing 8 different card faces off the sprites provided

During the creation of this game I was unable to figure out how to get the game to reflip the cards once two have been flipped and because of this you do have to deselect the flipped cards much like how this game would be played with a standard deck of cards in person. This was due to the way I structured the game and if provided another opportunity to rebuild this game I would have structured it differently but due to the time constraints and my current situation this is the best I could accomplish.

Following the game the user is given a game complete screen where they can go back to the main menu, try the game again or quit.