COM 241 (Project 2)

Due Date: 15 December 2017

Assignment Overview: This project will give you practice using Python Language; It must be completed and turned in before 17.00 on Thursday, May 8, 2014

Definition: It is expected from you to design and implement a primitive memory game using Python language. Once the game starts, the game engine is supposed to generate a number of random numbers which must be memorized by the user. As the user achieves to remember the correct pattern, he gains the right to continue playing with the following level in which the game engine generates another pattern that the total size of this pattern is one more than the previous one. This cycle continues forever until the user fails or gets bored playing the game. !!!!

Rules:

➢ The game engine is allowed to demonstrate only one number in any instant on the screen, as well as the relocation time between two successor numbers must be less than two seconds.
➢ Position of each following number must be located randomly into the screen.
➢ The initial size of the pattern must be determined explicitly.
➢ The game must involve a simple GUI that the user both be able to see the generated input and submit the answer.

Demo: !!!! You have to add a GUI to your program that the following example does not include a GUI

Initial size of the pattern 3. (Level 1)

Screen in Step 1:

4

Screen in Step 2

7

Screen in Step 3

Screen in Response Mode

Enter the response Pattern: 4 7 6
If Fails → Break;

If Matched go to the next level → **Initial size of the pattern becomes 4. (Level 2)**

References for learning Python:

1: http://www.learnpython.org/

2: http://code.activestate.com/recipes/578858-convert-doc-and-docx-files-to-pdf/