IPA MEMORY GAME
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a. What is your game supposed to teach and how does it achieve this?
The game is entirely focused on the English IPA Vowels symbols' system. Its purpose is the pairing the right vowel to the right description. That way the player can visualize and remember each vowel within a playful way. For starters we decided to categorize three options based on the difficulty level. The decision of the colours was made in order to have a playful eye-friendly colour as a background and the main black and white for the cards.

The *easy mode* can be described as the main mode for an entry level user who can try their knowledge in a not so challenging way. There are twelve cards divided to two categories. The vowel symbols and their description. Those cards are randomly shuffled and every time that the player is ready has the opportunity to replay the same method and the cards will be replaced with others randomly.

The next level of difficulty we added was the *Hard mode*. Here the principle is almost the same but there is a twist. The player now must find 4 triple pairs out of the total 12 cards. Meaning two Vowel symbols with their right category description without specializing, if the symbol is rounded or unrounded. That way is getting more difficult, but the purpose is to memorize the categories that exist and their vowels. Once again, the cards are randomly shuffled and every time that the player is ready has the opportunity to replay the same mode and the cards will be replaced with others randomly.

The last level of difficulty is the *GOAT mode*. Here is the basic principle followed, but there are all 22 English vowels with their 22 descriptions. In Total of 44 cards the player must now know and pair all the couples in order to finish the game, meaning that he/she is an expert in in IPA vowels system. The difficulty comes from the majority of cards and someone needs good knowledge in order to accomplish it easier and without getting frustrated.

In the end of every game the player has the opportunity to see the number of tries that he/she needed in order to succeed. The reason that there isn't any timer or high score display is because that the timer would

frustrate the player and the high score (the amount of tries) isn't very logic because the cards are changing every time and for the first two modes not the same cards are used every time.

    b. The labor division of your team: Who did which part?

Alex :
- Randomize board
- Code for Hard mode
- Card class
- Game setup

Sotirios :
- Show start screen
- Code for easy/goat mode
- Funtions
- Images + images.py

    c. What operating system you have run the code on, as well as the Python version you used.

The operation system that was used for the was macOS Ventura 13.2 and the Python version was 3.12