

Game Settings:

The basic game implemented in the project concerned a matching tile memory game. Prior to beginning the game the user(s) can provide specifications in a settings panel that will be incorporated during the construction of the game.

- 1) the user can choose the game mode which include *Player versus Enemy (PVE)*, or *Player versus Player (PVP)*, when selected the player(s) play against the computer or another player respectively.
 - a. The user(s) are encouraged to fill in a player name in the subsequent text fields, else the name of player one will default to “*Guest Player*” and the name of player two to “*AI*”.
- 2) The user can adjust the dimensions of the gameboard in the settings by specifying the specific amount of *rows* and *columns* between 2 and 6 which results in a gameboard with a minimum amount of 4 cards to a maximum of 36 cards (by default 16).
- 3) The user can select a difficulty level that enables the user(s), if opted for, to introduce bomb cards into the game.
- 4) The user can choose from two themes, which will set the theme of their respective gameboard cards to either “shoes” or “world leaders”.
- 5) After filling in the preferred settings and game mode, the user can start the game by pressing “Start Game”.
 - a. During the game, the user(s) can decide to restart the game by clicking on the “Restart Button” at any given time. No name, nor scores will be saved and information will be lost. Likewise when clicking “Exit Application” during the game.

The Rules of the Game:

- 1) The player who’s name is displayed in the top right corner by “**player name’s turn**” should play whenever indicated.
- 2) One turn of a player consists of two subsequent *different* card clicks with the left mouse button. The player(s) are encouraged to memorize the locations of each card so that they can find their counterpart more easily.
 - a. If two matching cards are found within one turn, that player is awarded with *one point*. However, if these two cards were the bomb cards (if this option was selected), the player is awarded with *three points*. Also, if the player who played the first turn, finds as first two matching cards, this player is awarded solely once with *two points* instead of one. This does not sum up with the awarded bomb cards’ three points which will always have priority.
 - b. If the turned cards do NOT match, the turn is set to the other player. If one of two non-matching cards was a bomb card, the current player loses all of his/her insofar gathered points.
 - c. The player who wins will be added to the High Scores upon clicking “Restart Game” OR restarting the application.

Bomb Cards are Different for the selected Theme:

Shoes:



World leaders:

