**Python Project Report**

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# **Abstract**

Our goal is to create a game in which the user has match the colored blocks. The purpose of this program is to give the user a memory exercise in an intutiave way. We also choose this topic because we wanted to include the GUI in the program. The GUI is important to us because we wanted to see our perform similar to application on android.

The game contains a menu screen, where the user selects the difficulty and then start the game. The program then randomly assign colors to the tile. The user then clicks a tile which then displays a color. Then the user clicks another button to check if the first color matches the second color. If the first color matches the second color then the game displays both colors. However, if the first color does not match the second color then the program removes the two colors the user clicked. The user has to then retry with another blocks. To win the game, the user has to match all the colors. When the user wins the game, the user is shown a screen which displays the user’s performance.

# **Introduction**