

ORANGE TEAM README

Sam Wood, Ankita Kota, Ben Myers. Tyler Lang

INSTRUCTIONS FOR PLAYING:

The game has four modes:

1. Standard: unlimited time which plays until the user goes back or matches all the pairs.
Tracks time
2. Free Play: unlimited moves which plays until the user goes back or matches all the pairs.
Tracks moves
3. Timed: Provides a time limit of one, two, or three minutes depending on the difficulty.
4. Counted: Provides a move limit equal to four times the amount of pairs.

There are three difficulty levels:

1. Easy: has four pairs and 3 minute time limit if used
2. Normal: has six pairs and 2 minute time limit if used
3. Hard: has 8 pairs and 1 minute time limit if used

To play

, a user selects their desired play combination and selects new game. This takes them to the card screen which displays the card backs. When a card is pressed it turns over. Turn over matching cards and they disappear. Turn over unmatched cards and they turn back over. We do not reward failure and thus only care about how fast and/or how many moves it takes to clear all the cards, rather than scoring individual pairs matched.

A user can also see their top ten scores for each game mode by selecting High Scores from the splash screen. Because it is not connected to a game server to track global scores, the difficulty is unimportant to scoring, as a user will tend towards one difficulty.

WORK:

Splash Screen, About screen: Tyler Lang

Systematic card drawing, Flip on tap: Ankita Kota

Flip pair on mismatch, win and lose alerts, new game function : Ben Myers

Pair disappear on match, Game Modes, made card design: Sam Wood

SPECIAL FEATURES:

- The card drawing mechanic is quite remarkable. It allows for any amount of cards drawn on any size of screen. It is only limited by the image set, which can be easily increased. Currently the splash screen specifies the amount of cards drawn by difficulty level with the intention of not overwhelming the player with choices. But, given an infinitely large screen, and infinitely many images to act as cards, the logic would function to draw infinitely many pairs.
- There is different levels set by amount of cards and time and move limit. We also have four different game modes. These combine to provide a customised user experience to match all play styles.
- The difficulty curve is not linear. For instance: the more cards you have the more moves you get to your move limit, but in a time limit game there is less time. This creates dynamic play options.

NOTE FROM TEAM LEADER

I am very proud of my team. They have all gone above and beyond for this assignment, putting in many hours and working very hard. They have done amazing work and I am sure will continue to astound me.