SCORE

Show the number of times the player matches his cards.

Beat the highest score

RESET

On mouse 1 pressed down changes the play scene to the mainmenu scene. The scene controller targets the reset button to restart the game when there is no more plays. On mouse hover to the reset button cyan color glows to show that the button can be pressed for a reset.

MAIN CARD

Adds cards 1-4 to the board and flips card when mouse 1 is pressed down. When Card_Back is pressed down , the MainCard moves the card to the front facing the player. Main Card is the parent of the Card Back . Scene controller modifys the MainCard.

SCENE CONTROLLER

Duplicates the main card into 1-4 cards into rows and coloumns. When MainCard is show 1-4 cars are then shown as random. If the cards match the score adds by one point and if the cards does not match the cards turn and no score is added. Scene controller takes control of the MainCard and the ScoreText by adding the remaning 1-4 cards.