## **Deckked**

**Game Summary:**  
Match the deckked cars together to achieve highest score.  
  
**Core Mechanics:** List the core features of your game as bullet points.

* Example 1: flips card from front to back
* Example 2: matches cards together
* Example 3: resets the game by pressing the start / stop engine button

**Gameplay:**   
Eight cards in total show up on the background. The player must press on the cards to flip them and match them with its pair. If the player does not match the cards will flip back to the first stage. When all the cards a flipped the player gains score and when he decides that he would like to play another game he can use the reset button to start from fresh.

**Music:**   
The music will be upbeat and fast. Something like the default music in need for speed. But the sound / music is still a work in progress.

**Art Style:** The design of the cards is realistic and made with real life images in high quality standard. The background is in high quality 1920x1080p. The cards are made up from a logo collage design used as the border of the card and the back. The logo of the back of the cards is a vector cartoonish logo.

