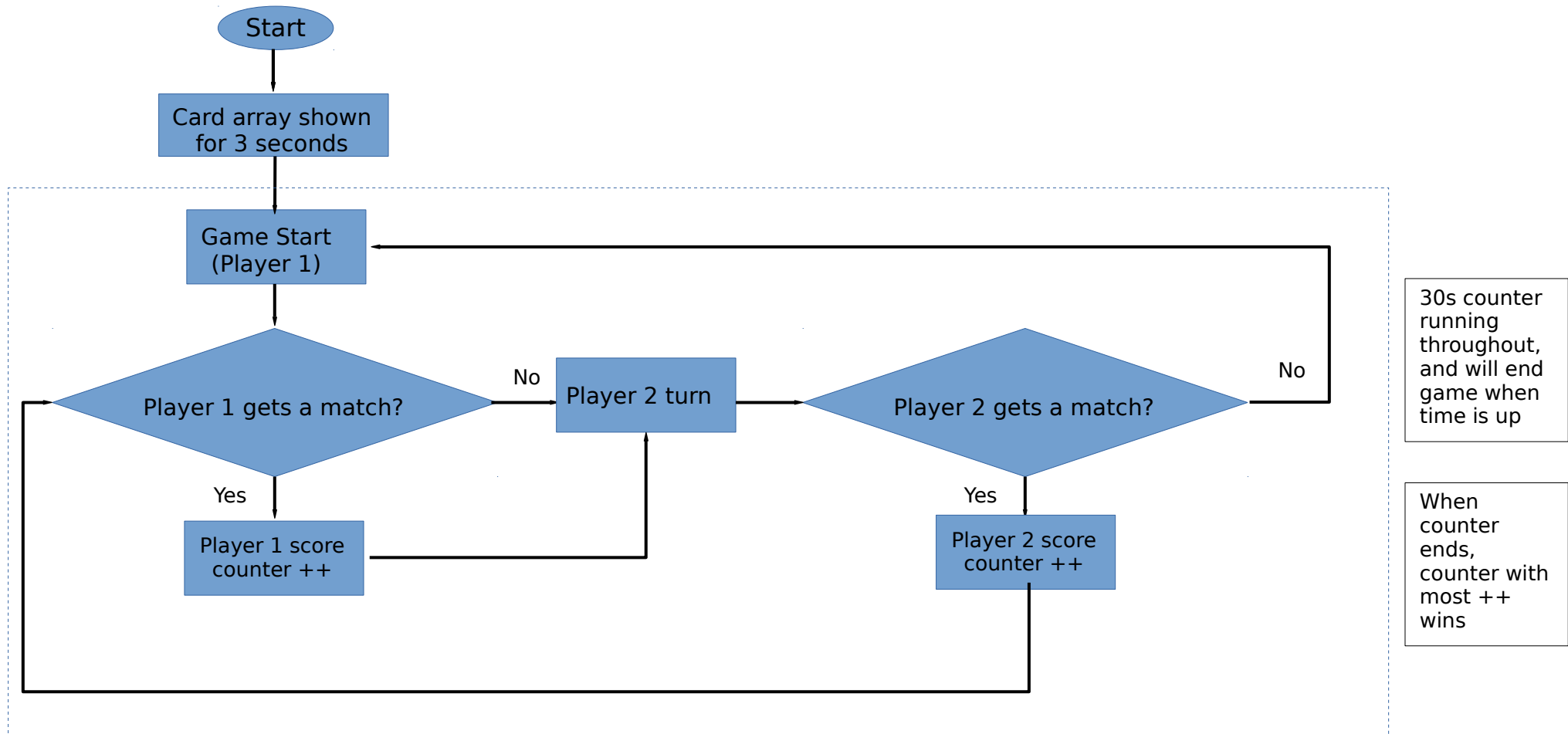


Basic Memory Game

Objectives

- **2 players will take turns to find matching pairs of cards in an array.**
- **During each player's turn:**
 - If a match is found, the matching pair of cards is shaded out, and a counter will add to the player's score.
 - If no match is found, turn is passed to next player.
- **Throughout each Player's turns, a countdown timer will run (30s).**
- **At the end of 30 seconds, the game ends, and the Player with the most pair of matches win the game.**

Game Flow



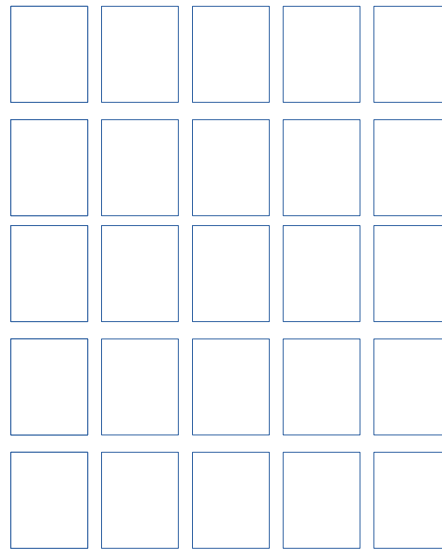
Layout (Start - All cards shown for 3s)

Player 1

Score: 0

Player 2

Score: 0

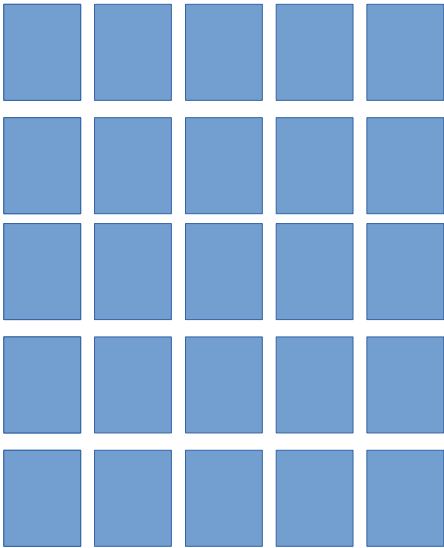


Timer

NTS

Layout (Start - Player 1)

Player 1	
Score:	0



Player 2	
Score:	0

00:30:00

NTS

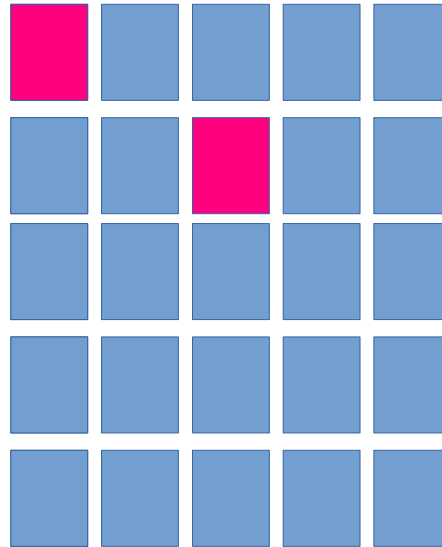
Layout (Player 1 - gets match)

Player 1

Score: 1

Player 2

Score: 0



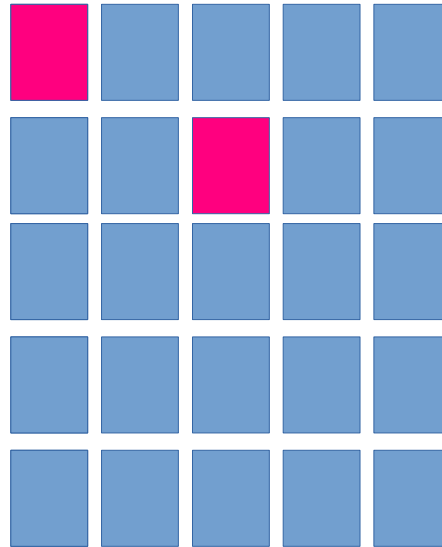
00:28:00

NTS

Layout (Player 2 turn)

Player 1

Score: 1



Player 2

Score: 0

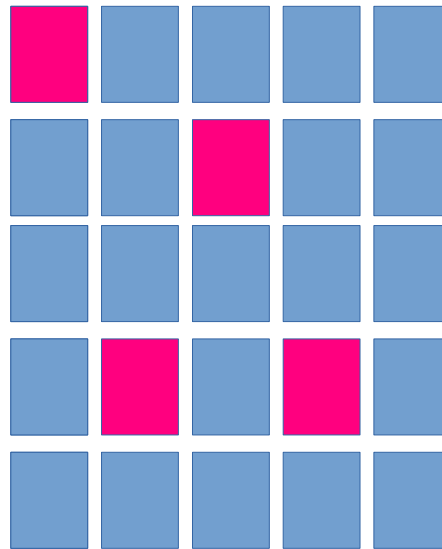
00:25:00

NTS

Layout (Player 2 -gets match)

Player 1

Score: 1



Player 2

Score: 1

00:20:00

NTS

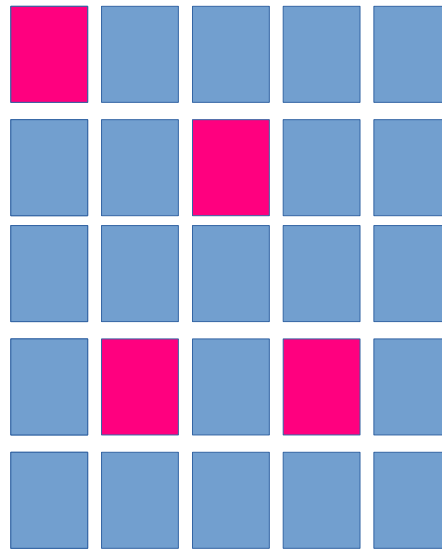
Layout (Player 1 -no match)

Player 1

Score: 1

Player 2

Score: 1



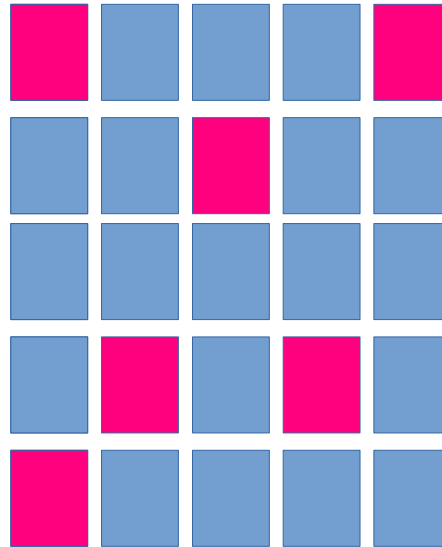
00:19:00

NTS

Layout (Player 2 - gets match)

Player 1

Score: 1



Player 2

Score: 2

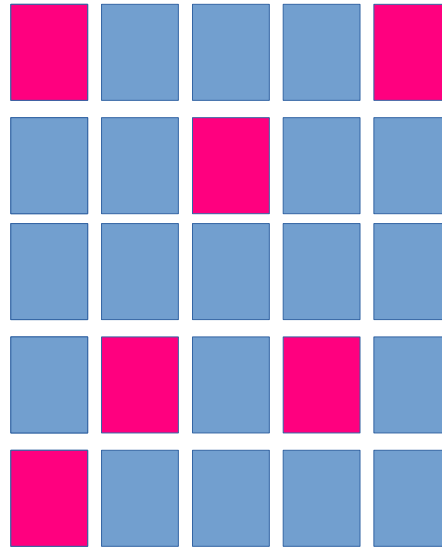
00:19:00

NTS

Layout (Player 1 - no match)

Player 1

Score: 1



Player 2

Score: 2

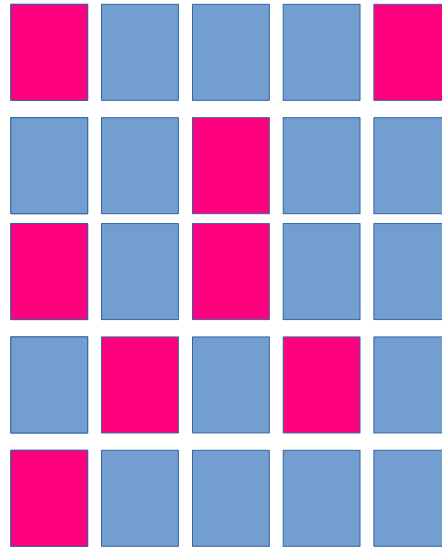
00:10:00

NTS

Layout (Player 2 - gets match)

Player 1

Score: 1



Player 2

Score: 3

00:01:00

NTS

Layout (Time's up)

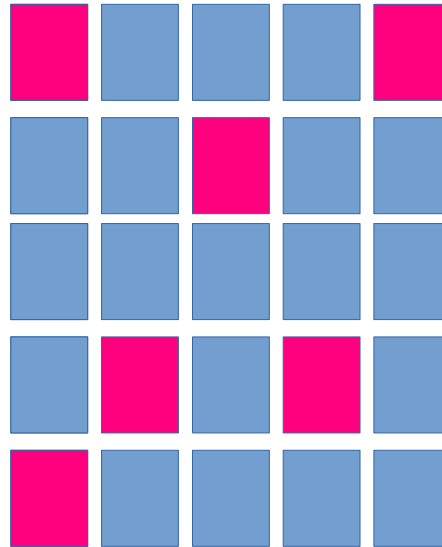
Player 2 wins!

Player 1

Score: 1

Player 2

Score: 2



00:00:00

NTS