Software Requirements for Produce Pairs

Produce Pairs

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Overview

This document describes requirements for the software implementation of the game of Produce Pairs, which is the a Memory game. This software will allow two players to play against each other. A description of the game, plus the requirements of this implementation are provided below.

The game

The players will have 40 cards faced down in front of them. The first player will press on 2 cards, these cards will turn over and will show if they are a match. If the player gets a match, he get’s to go again. This is done until all the cards are taken. Whoever has more sets of cards wins.

Software implementation

UI elements

The software will present the memory game with the UI elements listed below.

* Start page to enter names of players
* 40 cards
* Score board for each player
* Label to display Game Status message
* Button to determine when done turn
* Button to start a new game

Game Process and Rules

•Both users enter their names, once they are ready they press start to begin the game. Then, the 40 cards shuffle and then appear.

•After Start is clicked, the current player’s turn is displayed. The player whose name is displayed goes first and clicks on a card. The card gets turned over and there is an image. The player selects another card. If the 2 cards turned over are a match the player gets a point, gets to go again, and those 2 cards disappear. If the 2 cards’ images do not match, the next player’s name will be displayed to take a turn.

•When all the cards have been matched, the player with the most points name will be displayed as the winner, if there is a tie, the message will display that there was a tie.

•If the user clicks Start in middle of a game, then the game should interrupt and begin a new game.