Game page - Mobile

Screen 1: Play / Easy | Med | Hard / Choose a level / © John Morgan 2021

Screen 2: Memorise the grid / 15 / © John Morgan 2021

Screen 3: Finish / Fill in the grid / 30 / © John Morgan 2021

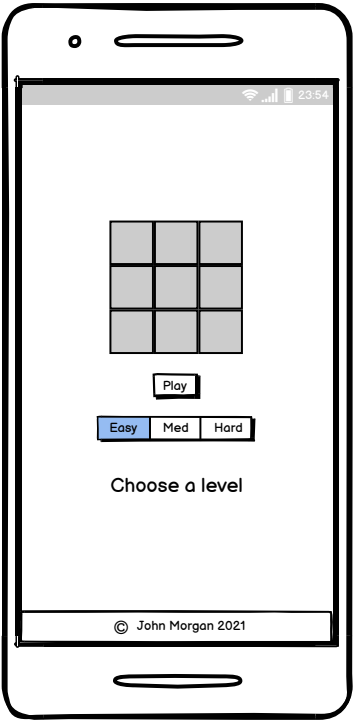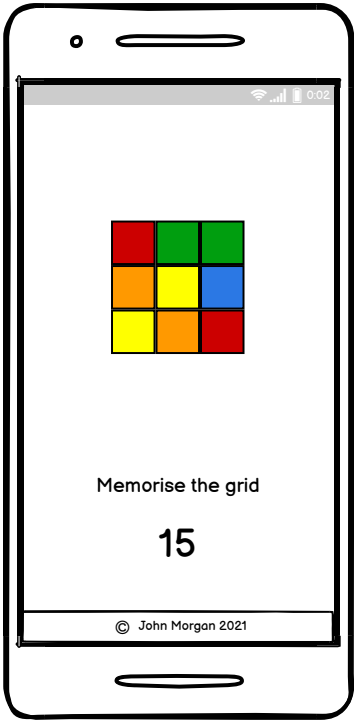**Screen 4:** Show solution | Play Again / Game Over! / You got 5 out of 9 correct! / Your score: 50 / © John Morgan 2021

The user chooses a level, either easy, medium or large. By choosing medium the grid changes to a 4 x 4 grid and if they choose hard, this changes the grid to a 5 x 5.

When the play button is pressed the grid is filled with random colours and a message is displayed prompting the user to memorize the grid. A timer is started which counts down to zero.
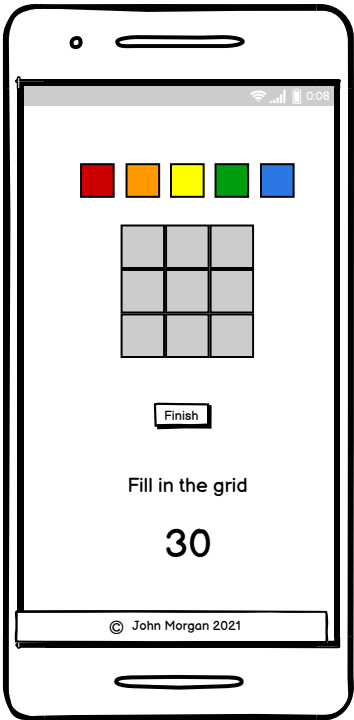
When the timer reaches zero a new timer is started. Each cell in the grid turns grey and a row appears above the grid with a selection of colours. To fill in the grid the user selects a colour from the row and clicks on a cell of the grid to fill it in with that colour. The game ends when the timer runs out or the user clicks on the finish button.
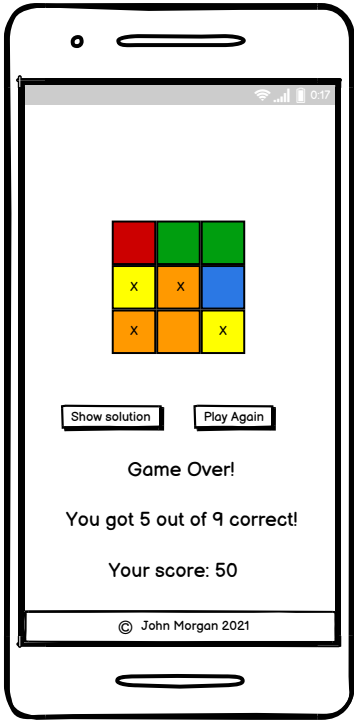
When the game ends a message is displayed showing the user how many cells of the grid they remembered correctly and their score. Incorrect cells will display an X. The user can click on the "Display Solution" button to display the correct solution. They can click the "Play Again" button to play again which will start a new game.
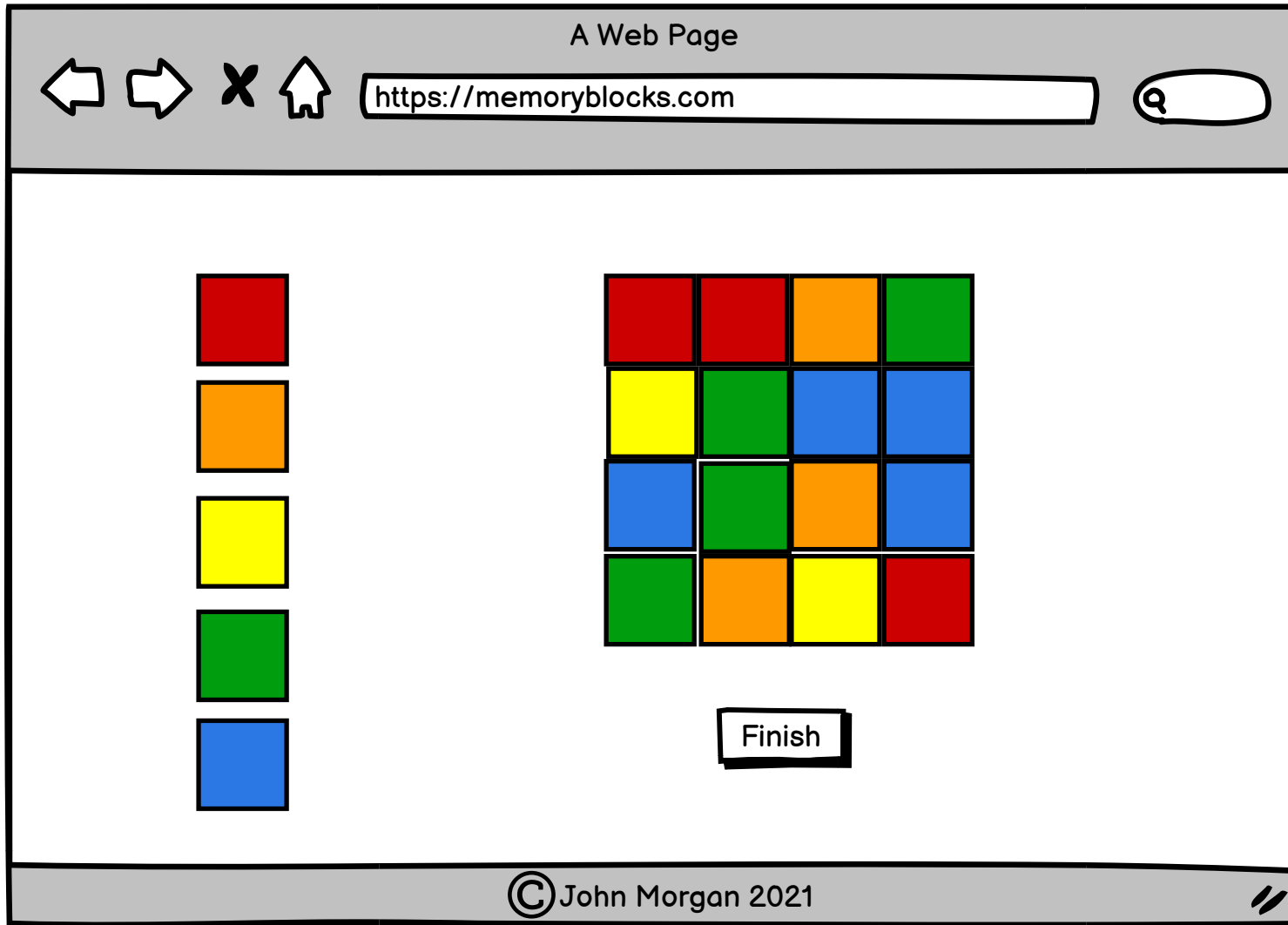
Notes:

Timers:
- Memorizing Times:
  Easy - 10 seconds, Medium - 20 seconds, Hard - 30 seconds
- Playing Times:
  Easy - 20 seconds, Medium - 40 seconds, Hard - 60 seconds

Scoring:
Points per correct cell:
  Easy - 10 points
  Medium - 20 points
  Hard - 30 points

Game Page - Desktop

https://memoryblocks.com

Finish

With the desktop version, the colour picker is located to the left of the grid.