Memory Tutorial Outline

# Introduction to Construct 2

## Getting Started

* 1. Installation
  2. Starting a new project

## Project Set Up

* 1. Layouts and Sheets
  2. Layers
  3. Function
  4. Dictionaries
  5. Keyboard
  6. Mouse

## Hotkeys and Tips

# Making the Game

## Creating the Board

* 1. Images and Animations (Collision Masks and Image Points)
  2. Temp Variables
  3. Nested For Loops
  4. Type >> Recursion

## Hover and Click

* 1. Families (Variables and Behaviors)
  2. Mouse Condition Introduction
  3. Hover and Flip
  4. Object References
  5. For Each Loops

## Restart Button

## Reveal Animation

## Matching Mechanics

* 1. Click 1 and Click 2
  2. Match Conclusions
  3. Game Conclusions

# User Interface

## Start Screen

* 1. Text Objects
  2. Layout Transitioning
  3. Board Constraints

## End Screen

* 1. Score Report
  2. Local Saving with Top Scores.

# \*Additional Features

1. Sprite Fonts
2. Buttons + Family Introduction
3. Button Visuals