

Basic Course:

The system initializes the Pair-Up gameplay page. The system shows two labels, one with a timer and one with a mistake count. Player selects a card. The system reveals a card symbol on the selected card. Player then selects a different card, the system reveals the card symbol of the second card. The system checks if the symbols on the cards match. The system locks in the card pair because it matches. The system checks if there are selectable cards remaining (has the pair-up game been won); if there are not any left, it displays the Pair-Up Page with the mistake count and the system saves the players score as the high score entry.

Alternate Course (Symbols do not match):

Player selects two cards with different symbols. The system increases the mistake count and increments the mistakes counter. The system updates the displayed mistakes counter for the user.

Alternate Course (Player is logged out):

The player is logged out and playing the game. After finishing the game the system does not save the player's score in the database.

