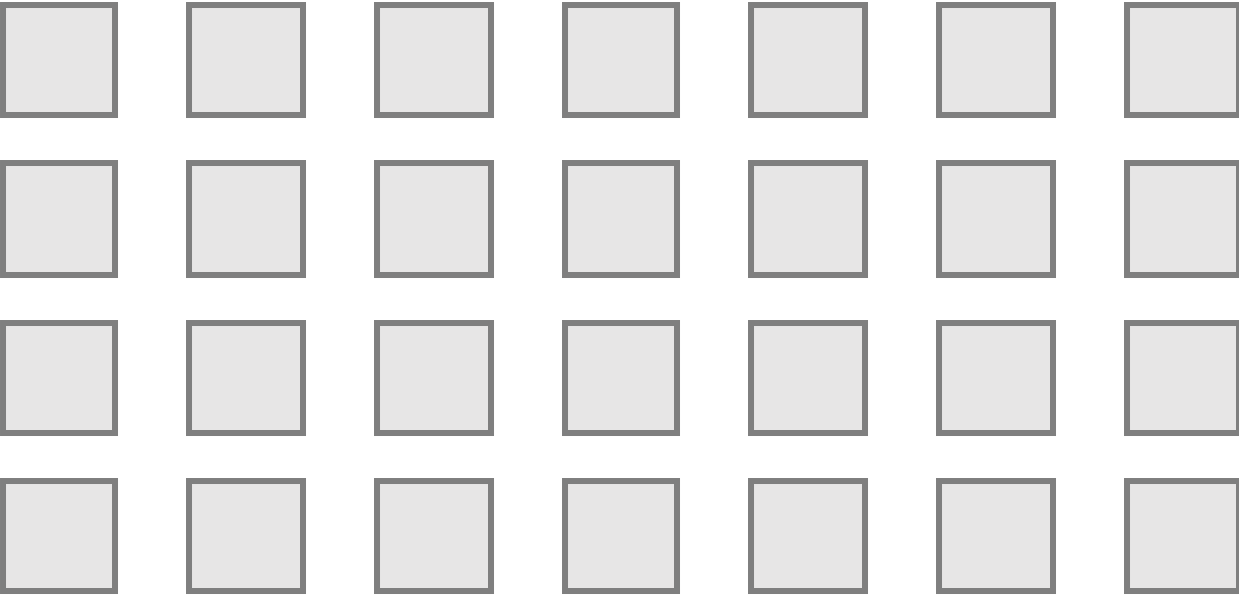


# MEMORY GAME

Turn number

1

Exit



MemoryFrame.java

1	2	3	4
5	6	7	8

Enter

Clear guess

Row:

Column:



**Congratulations! You cleared the board  
in \_\_\_\_\_ turns.**

### Leaderboard

**Player1**

**Score:**

**Player2**

**Score:**

**Player3**

**Score:**

Start



# Welcome to my GUI Memory game!

In this game, you will flip cards and try to get all the matching pairs. If you flip two cards with the same symbols, you stay on the same turn. Otherwise, you move onto the next turn. The goal is to make the board visible in as few turns as possible. Use the buttons or your keyboard to input the row and column numbers to flip pieces. You can choose between easy (3x4), medium (4x7) and hard (7x8) boards. You can also choose the set of symbols that will appear on the cards: The Latin alphabet, Korean hangul, or Japanese hiragana.

## Leaderboard

**Player1**                      **Score:**

**Player2**                      **Score:**

**Player3**                      **Score:**

Please enter a  
username:

OK

StartDialog.java

## Instructions



In this game, you will flip cards and try to get all the matching pairs. If you flip two cards with the same symbols, you stay on the same turn. Otherwise, you move onto the next turn. The goal is to make the board visible in as few turns as possible. Use the buttons or your keyboard to input the row and column numbers to flip pieces. You can choose between easy (3x4), medium (4x7) and hard (7x8) boards. You can also choose the set of symbols that will appear on the cards: The Latin alphabet, Korean hangul, or Japanese hiragana.