

Software Requirements for Matching Game

Matching Game

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Overview

This document describes requirements for the software implementation of the classing game of Matching. This software will allow one player to play. A description of the game plus the requirements of this implementation are provided below.

The game

One player is presented with a 4x4 grid of turned over “cards”. The cards have icons that are only displayed once the player chooses that card. The player chooses two cards in attempt to find a match, meaning two cards with identical icons. Once the player finds all the matches, a message box will show that the player has won the game.

Software implementation

UI elements

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

1. 4x4 Grid of labels
 - Start Button on top of the screen

Player Modes

This game is a Self - Player game only

Game Process and Rules

- The game starts when the player clicks the Start button. Until then all labels on the grid are disabled.
- Once start is clicked, the player begins to select any two labels on the grid. When a label is selected, an icon appears.
- If the two labels display identical icons, the cards will remain uncovered. The player then selects two more cards.
- If the two labels don't display identical icons, the icons will disappear and the player then selects two more cards.
- Once the player finds all the correct matches, a message will show that the player has won the game.
- If the user clicks Start in middle of a game, then the game should interrupt and begin a new game.