# 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.