GUI-Based Memory Game

Develop a GUI-based Memory Game. The game consists of a grid of buttons, each hiding a symbol. The player will click on two buttons to reveal the symbols, trying to find matching pairs. The game ends when all pairs are matched.

Requirements:

1. Game Setup:
   - Create a 4x4 grid of buttons.
   - Each button hides a symbol. Use a set of 8 unique symbols, with each symbol appearing twice in the grid.
   - Randomly assign symbols to buttons.
2. Game Play:
   - When a player clicks a button, reveal the symbol on the button.
   - Allow the player to click a second button to reveal its symbol.
   - If the symbols match, leave them revealed. If they do not match, hide the symbols again after a short delay.
3. Game Logic:
   - Implement logic to check for matching pairs.
   - Track the player's moves.
   - End the game when all pairs are matched and display a congratulatory message.
4. User Interface:
   - Ensure the game window is appropriately sized and titled.
   - Use appropriate fonts and colors for better user experience.