

COM 240 Project 3

Project Name: Memory Game

Due date: 19 May 2015

Definition: It is expected from you to design and implement a primitive memory game using Python language. Once the game starts, the game engine is supposed to generate a number of random numbers which must be memorized by the user. As the user achieves to remember the correct number pattern, it passes the corresponding level in which the game engine generates another pattern, the total size of this pattern is one more than the previous one. This cycle continues forever!!!!

Rules:

- The game engine is allowed to demonstrate only one number in any instant on the screen, as well as the relocation time between two successor numbers must be less than two seconds.
- Position of each following number must be located randomly into the screen.
- The initial size of the pattern must be determined explicitly.
- The game must involve a simple GUI that the user both be able to see the generated input and submit the answer.

Demo:

Initial size of the pattern 5.

This numbers appear on the screen respectively that the first number is shown, which disappears in one second and the second one