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CISC104

Group Project 2

Concentration/Matching Card Game

Optional Features included: B & E sound/UI element & a button.

How it works: The Button Manager script enables to button game object to reset to its original state. The StartCard script enables the cards to flip when you click on them. The SceneController script makes an array to set the cards on the background and to recognize when two cards match.

History & Origin: Apparently, the earliest known concept of Concentration is a Japanese version of the game from the 16th century, wherein they used painted shells to play the game (Kai-awase). The “modern” version of the game was published by Ravensburger (German toy and game company) in February 1959.

How to Play: All cards are laid facing down so the players don’t know the suits/content of each card. In turn, a player picks two cards and turns them face up. If they are the same card, then the player wins the pair and plays another turn. If they are not the same, the player turns them both face down (if there is another player, then the second player would play their turn). The game can also be played solo by keeping track of the cards and remembering where they are, hence, a memory game. The objective is to pair every card up in the shortest possible turns. In our game, the player can press the reset button to reset the game.

Group Approach: Everyone discussed in the Discord group chat and kept in communication with each other. Ian,Shaina, and Fi collaborated on the coding, and Ian set up the scene in Unity with interactable game objects. Larissa made the art for all the cards. Abigail researched the game’s history and typed the write-up.