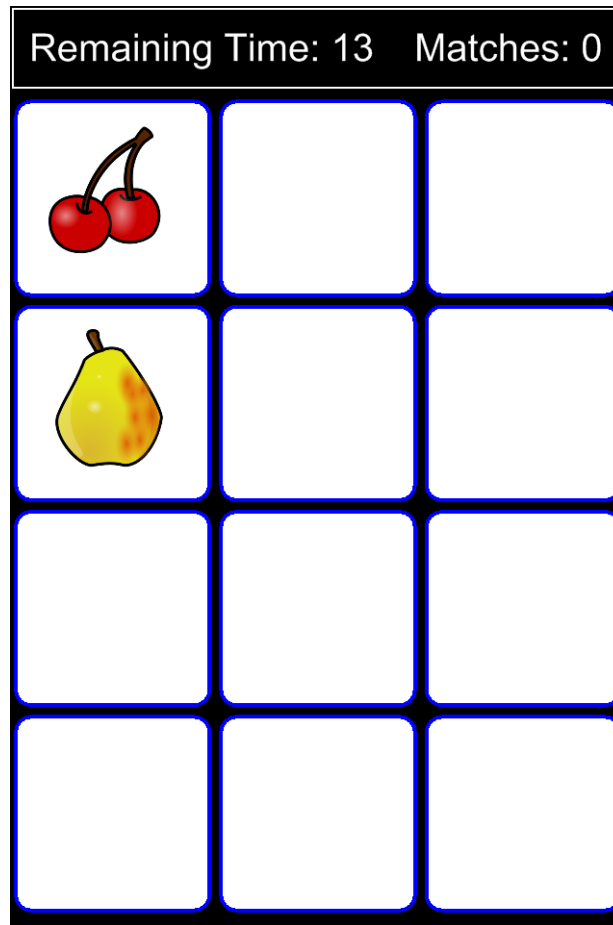


Memory Flipper



Summary

- **Game Goal:** Within a fixed period (timed) locate every pair of matching cards, remember where they are, and click on them in sequence to remove them from the board.
- **Game Attributes:**
 - The 'game board' is comprised of an even number of 'cards' distributed 'face down' in an $N \times M$ grid.
 - Every card has a hidden image.
 - Every image is used twice.
 - Tapping A Card Flips It
 - After two cards have been tapped, their images are 'compared'.
 - If they match, they are removed from the board and a point is awarded.
 - If they do not match, they are flipped over again.
 - Play time is limited by a countdown timer.

Topics We Will Examine

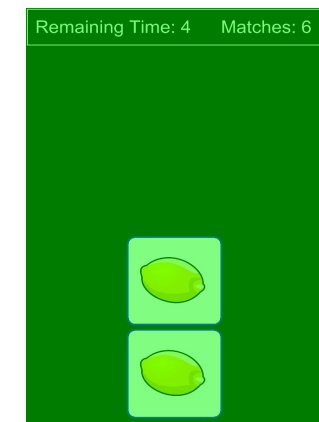
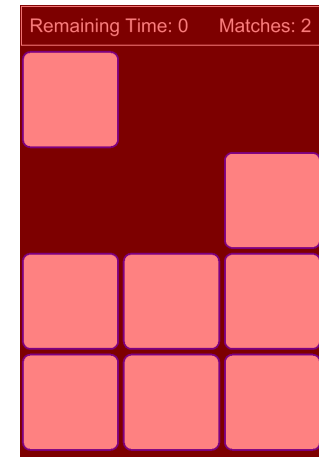
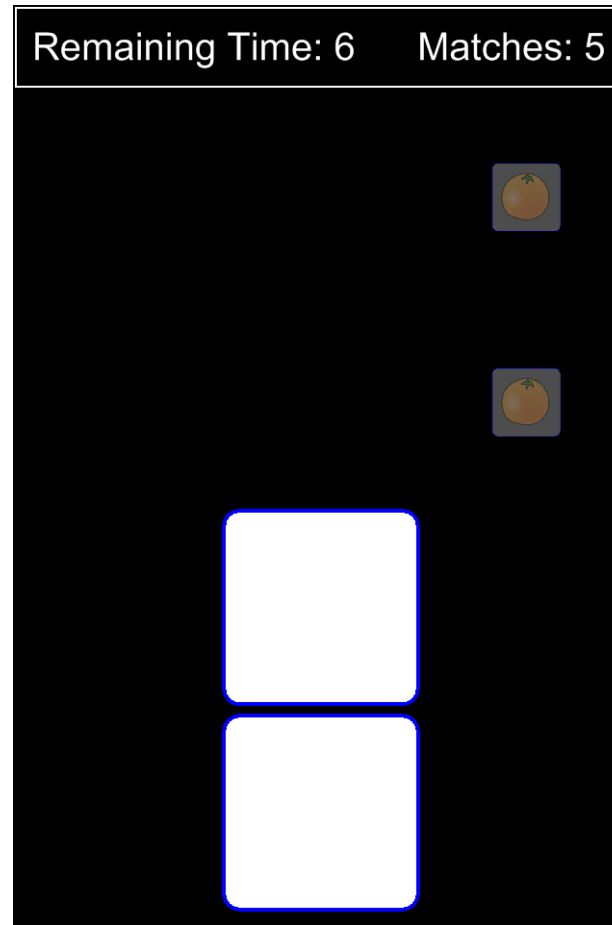
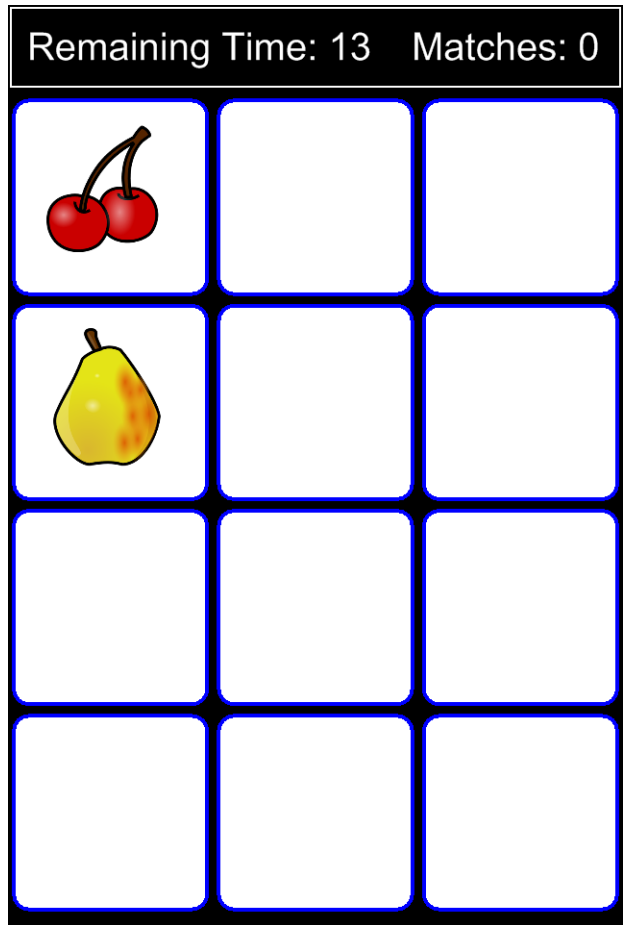
(not necessarily in listed order)

- Transitions and Timers
- Attaching Functions and Methods to objects
- Card 'Flipping' Visual Effects
- Card Matching Logic
- Grid Layout and Spacing Tips
- Touch Inputs
- SSK Globals and Helper Functions
- SSK Quick Layers
- Events / Messaging
- (re-) Use of Modules
- Adding Interfaces with Composer (Scene Library)

Interfaces Inventory

- Splash
- Main Menu
- Play GUI
- Win Overlay
- Lose Overlay
- Options

Sample Screens



build.settings

config.lua

main

caseErrorDetect

ssk

sound

game

huds

card

