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| **Tools** | **Why use them** |
| **Tablelayoutpanel** | It is an easy to use tool to make a grid for my game as you can set settings on each square, you can adapt the table to your liking and easy to put the labels in after you put the table though. |
| **Labels** | I used them for the pictures/icons which is the actual main part of the game or else there is no game and the title at the top to give it more body. |
| **Buttons** | Every game needs options or buttons so that they can play the game or quit the game, it adds functionality to the game which it needs. |
| **Techniques** | |
| **Notepad++** | Before putting code into Visual studio, I used Notepad++ to do the pseudocode and some of my real code for the game before coding in Visual studio because Notepad++ allows you to read code more easily to spot mistakes. |
| **Internet** | To look up different code that could inspire me to make the game. Originally was used to get the pictures that I wanted but I didn’t use them and the music for the background which I did use. |
| **Visual Studio** | It is an easy use for writing code as there is dropdown box and a good starter for Event-driven programming as a software. |

## Evaluation

The actual game which I built and coded is different to the one I designed. However there are some similarities to the game I built and coded to the design. These are: In the build/interface, I got the same background, the same buttons except for one and I have a grid in the build and design. Differences in the build is the font, colours of the writing on the buttons. This is due because the express version of Visual Studio didn’t have the font that I used in the design and the first build and I thought might as well change the colours as well to make it more relaxing than more colourful. Also I got rid of the reset button because when I tried to code the reset, it broke the game.

In the code that I coded in the proper game has differences and similaries to the one I designed. The similar things is that there is a randomisation in both, the sound bit in the load bit of the code, there is timer in my proper game to my design however it has been used in a different way in the proper game to the design and there is a quit button been coded in like in the design but it is there in the proper game just in case if the user want to close the game early rather than it being there after the first game. Differences is that I got rid of two timers which I put into the design but I didn’t put them in the proper game, no reset like I mentioned earlier and I changed the name of cards 1 and 2 to firstclicked and secondclicked as I have used labels in the program rather than picture boxes like I said I would use in the design. These differences have happen because I was pushed for time as I didn’t start it (for the first build) in 31st december and the second build (6th april), so I didn’t have time to experiment as much as I would to get it so close to the design game and when I did experiment, it just went wrong. That meant just to get a simple game made so that it would be updated, if it have to be.

In conclusion, my game which I produced is a matching game like I said it would in the design however I changed the name to “find the icon” rather than “CardSharp” and it would probably have a different description to the one that I designed. However I am happy with the resulting game because the game that I designed was probably a bit ambitious in terms of time and management.