**Memory Squares**

Memorize the placement of all the squares before they disappear!

Play!

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Team

Kim and Jordan

Description

This game is a simple memory thingy. A grid will be shown with various colored squares in a pattern. After several seconds, the pattern will disappear. It is replaced with a new, empty, interactive grid where the user needs to click the squares to recreate the pattern. With each level you pass, the size of the grid increases, if you fail once, you have one more try. With this project, we have a lot of wiggle room; though changing sizes, colors, and patterns. It will be interesting for us to try to create an interactive Draw program using all the concepts we’ve learned in this class. Interactive programs are relevant to our everyday use of technology; everyday items like phones, televisions, and computers utilize and depend on interactive programs. Also, puzzle games are fun.

Target User/Customer & Purpose

This game is perfect for those who like a mental challenge, or who want to experience the joy of playing a fun game. It helps people exercise their memory, and it solves the problem of boredom. Users include, people who want to test their memory, bored people, people who are wondering if they’re color blind, people who like winning, people who want to be good at something, doctors who want to test for Alzheimer’s or Dementia, people of ages 3-150, parents who want to test if their child’s brain is developing on time, and anyone else who feels like playing a great game.

Major Classes

**Classes**:

Board

Board.EmptyBoard – The plain board that users are presented at the beginning of each round

Board.FilledBoard – The example grid of squares

Main

Lives – Holds how many lives the user has

Levels

TitleScreen

EndingScreen

ClientTester

Project Plan

**Due Dates:**

5/14 - We will have begun understanding the interactive drawing panel and how to use it

5/15 - Start working on Board class

5/18 - Begin working on poster presentation

5/29 - Have title and ending screens

6/1 - Finish poster presentation

6/5 - Finished working on the Board classes and lives system, and are figuring out the different levels

6/12 - Finished levels

6/14 - Working software completely finished.

Potential Difficulties & Testing

**Hardest Parts:**

1. Figuring out how to make an interactive drawing panel and creating it in a way that is relevant to our program since we don’t yet know how to use it.
2. Creating several different levels to keep our game interesting, even though it’s simple

To test our game, we will not only ask classmates, but also use family members to play our game to look for any mistakes or bugs we need to fix.

Technologies

All of the project will be done in java, using jGrasp.

Resources

We need to be shown how to use the interactive Drawing panel and other graphics operations to create an interesting looking and playing game.