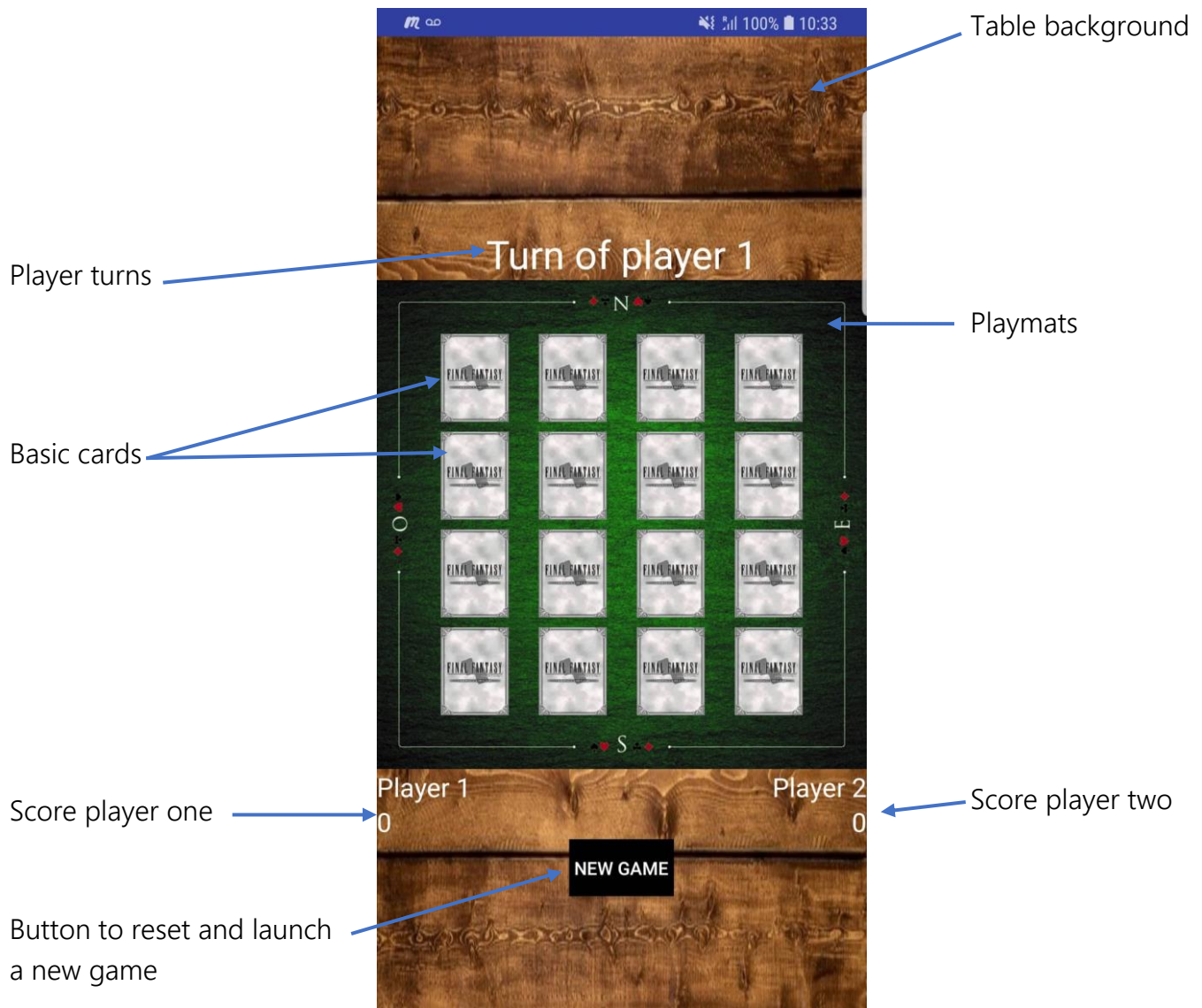


## Design decisions

### Begin of the game:

Here you can see the window when the game is launched.



The game is displayed in portrait mode on the mobile phone.

I have decided to set a background and playmats. The background is a table and the game background a playmats to remember a real game table.

The card is under the theme of final fantasy because the player needs to find the same chocoboo (a sort of chicken spices) to win the game.

At the beginning I have placed the name of the first player at the top of the board game. Like this, the player knows easily who begin the game.

Then I have placed the player's score at the bottom of the board game. The score for the player one is at the left and at the right for the player two.

The score of each player is initialized to 0.

I also set a button 'New game' at the bottom of the application. In this way the user can reset and restart a new game.

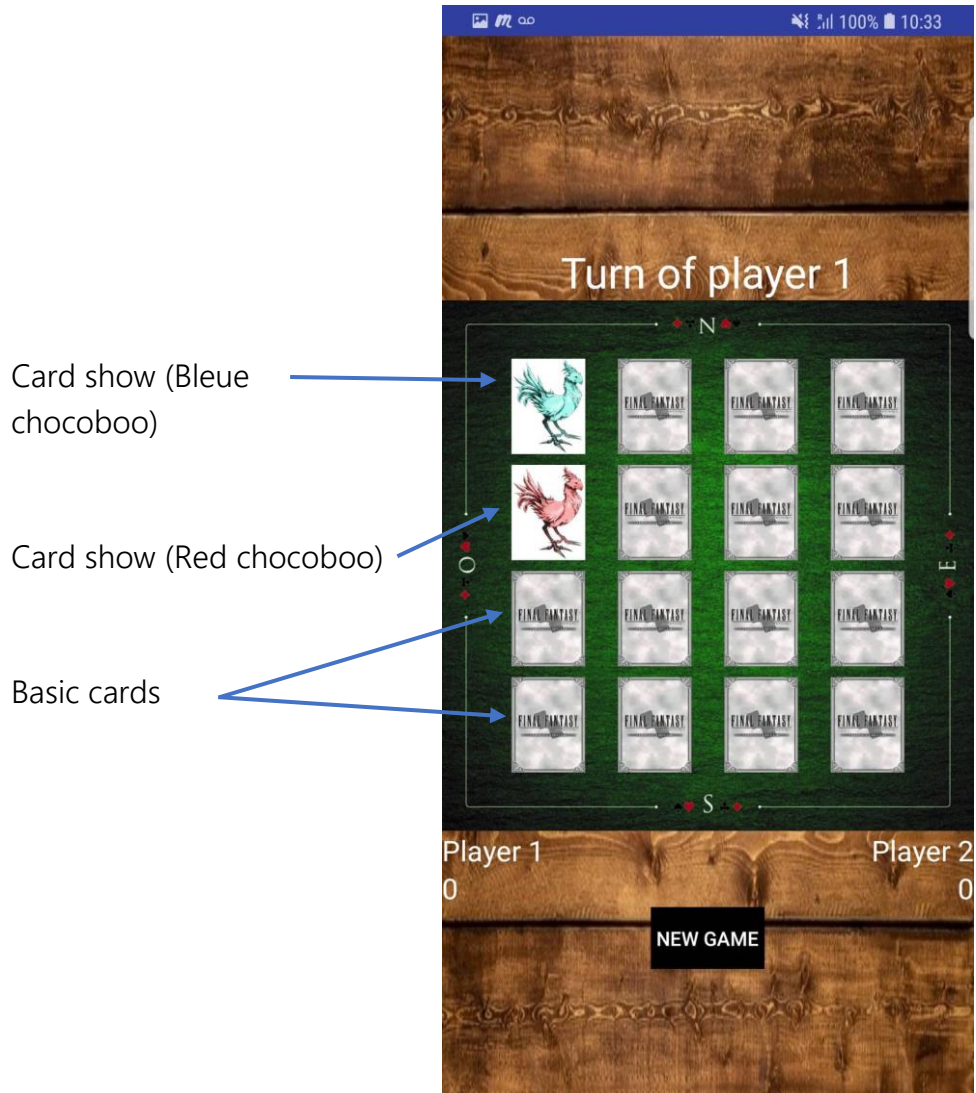
All text is in white to have a good visualization.

The game is reacting, in this way, the game catch automatically the user interactions with the interface.

### Basic card:

Here you can see the window when the player number 1 has return two cards.

In this case, the player has return two different cards: one blue and one red.



In this case, only the showed cards are different of the begin of the game interface.

Indeed, the showed cards are chocoboo and here they are different.

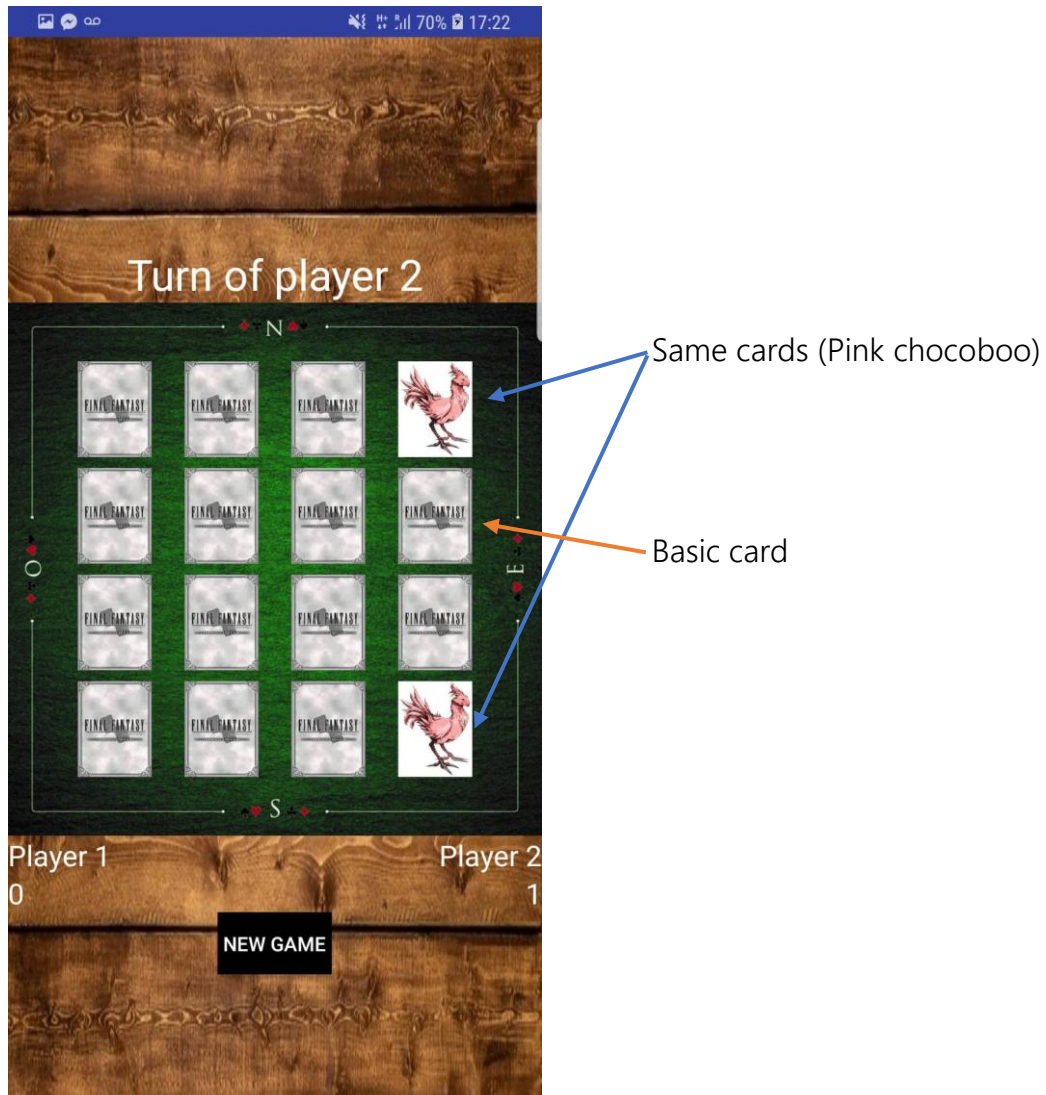
To go to the next turn, the user needs to click somewhere in the application.

I have implemented this because it avoids the miss click and the user can show the time they want the cards.

## Two same cards

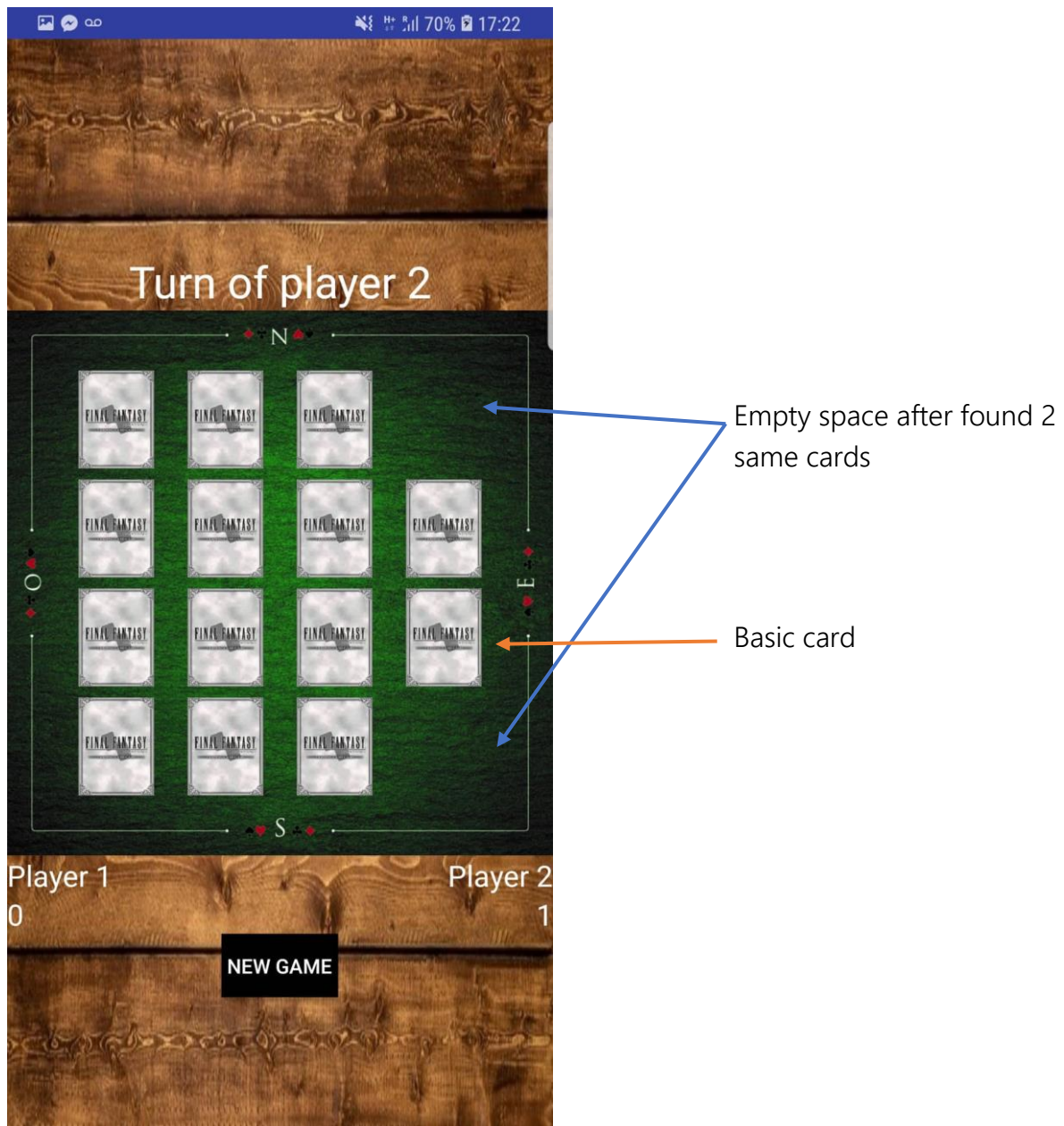
Here you can see the window when the player number 2 has return two cards.

In this case, the player has return the same cards. Indeed, the chocoboo's color is pink.





After one second the cards disappear.



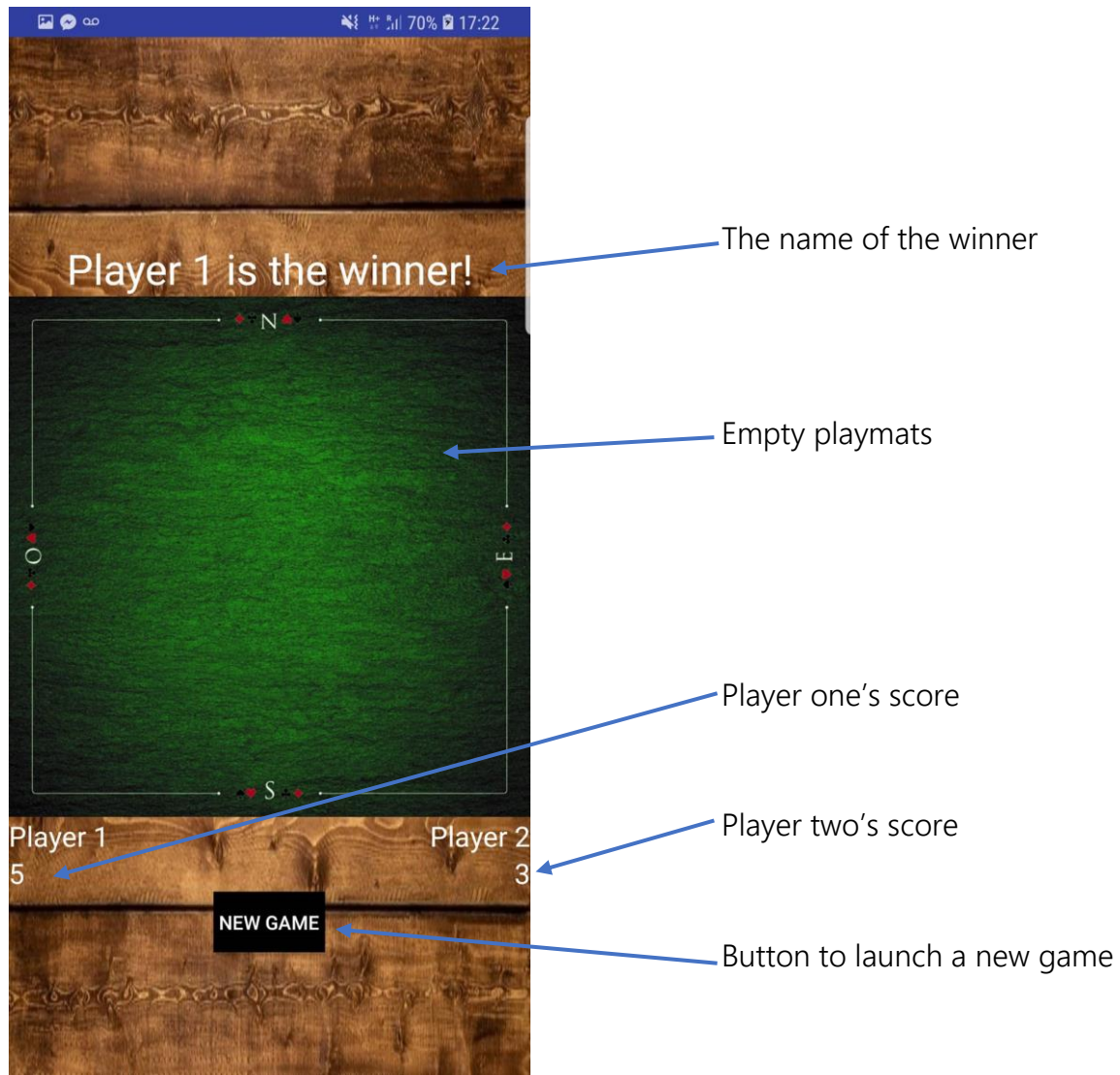
If a player found the same cards in the game board, they stay appear 1 second and disappear after this second. This second is necessary for the player to see the same card. Then they disappear so that the user can't click on it and it allows to have a better visualization of the state of the game.

To finish, the score of the player is updated. Like this, the player knows in real time his score.

If the player find a pair he can play again.

## End of the game

Here you can see the window when the game is over.



At the end of the game no card is display on the game board.

The name of the winner is displayed at the top of the game board to show easily the winner.

The players can also see their scores in the same place. In this way they can also know who is the real best player.

Then, the players can launch a new game clicking on the button 'New game'.