

Week 6: Project Document – 02-Project Description with Activity and State Diagram

Mini Project Report on Memory based Card Game

Submitted by

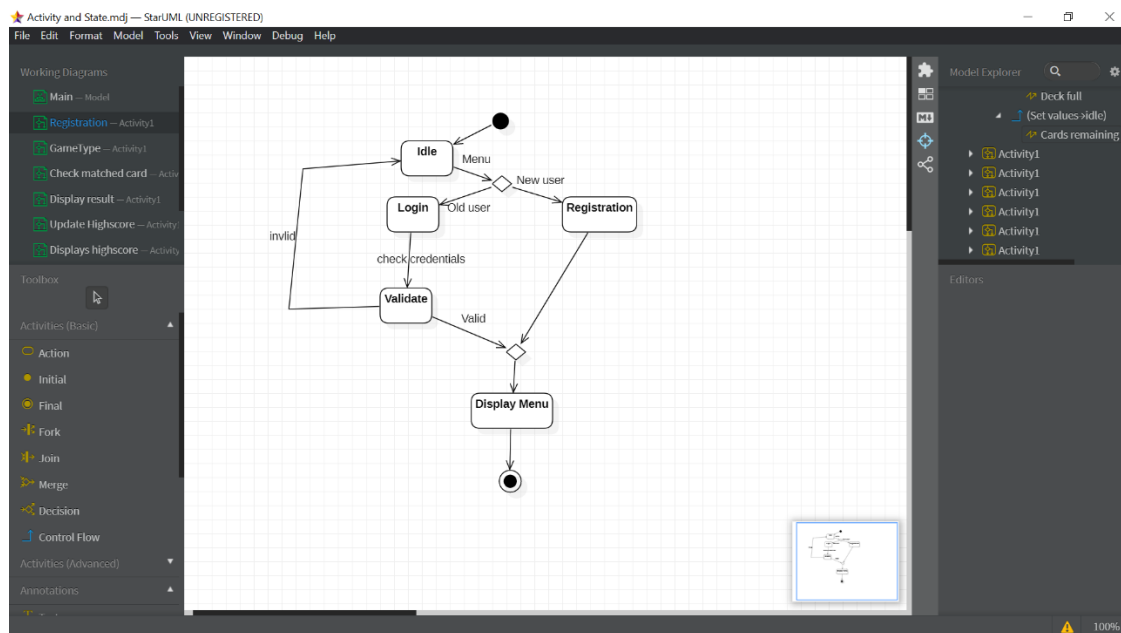
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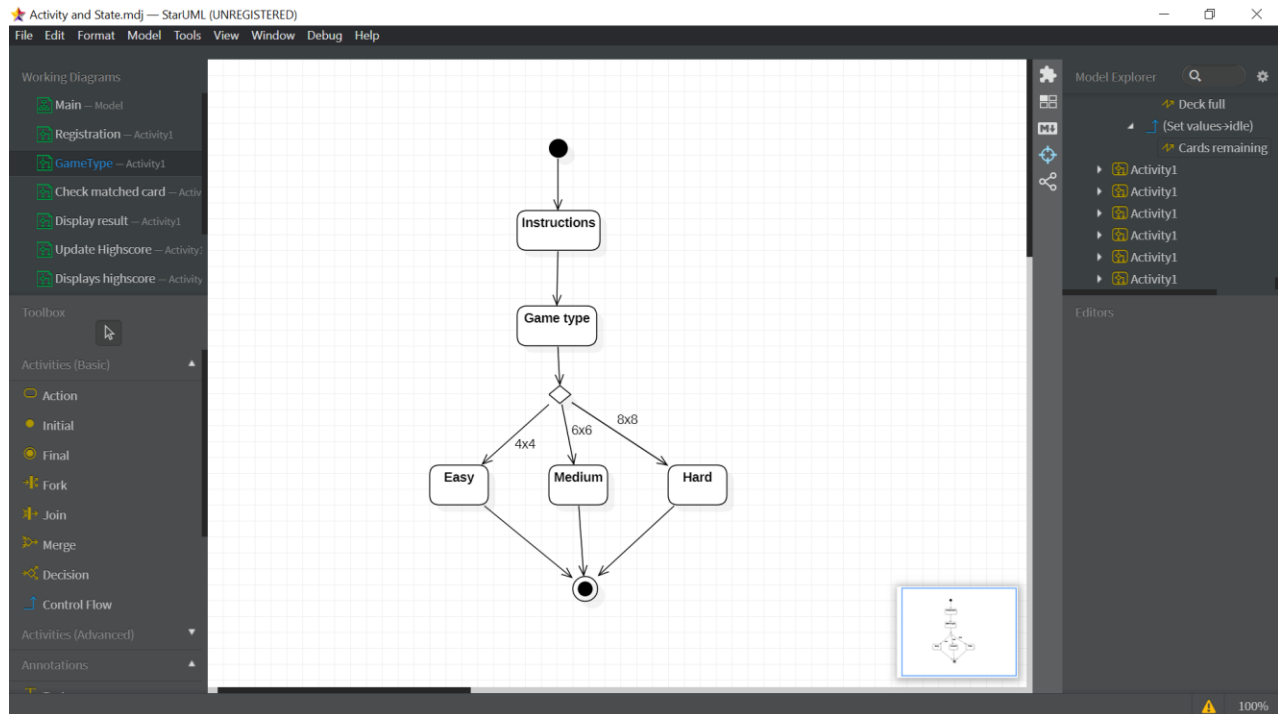
1: Activity diagram with Use Cases:

a. Registration: Here the user can either directly login or create his/her account



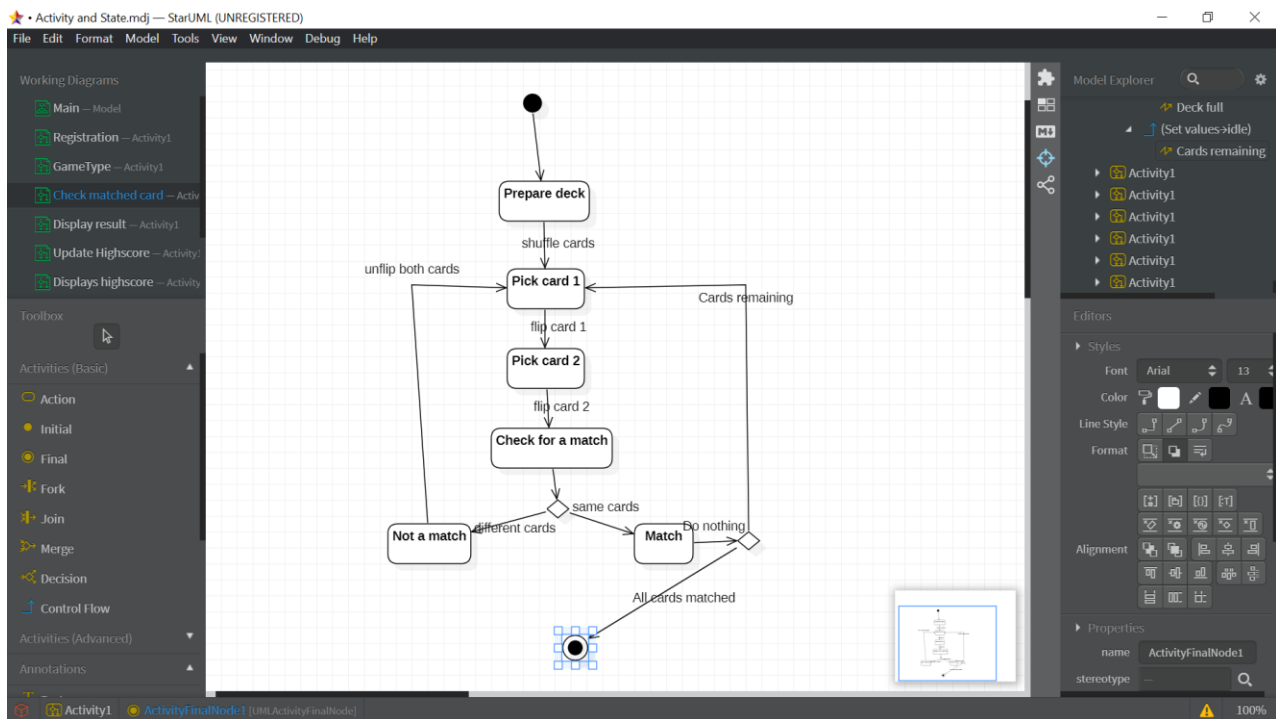
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b. GameType: User gets to pick the difficulty level (number of cards in the deck)



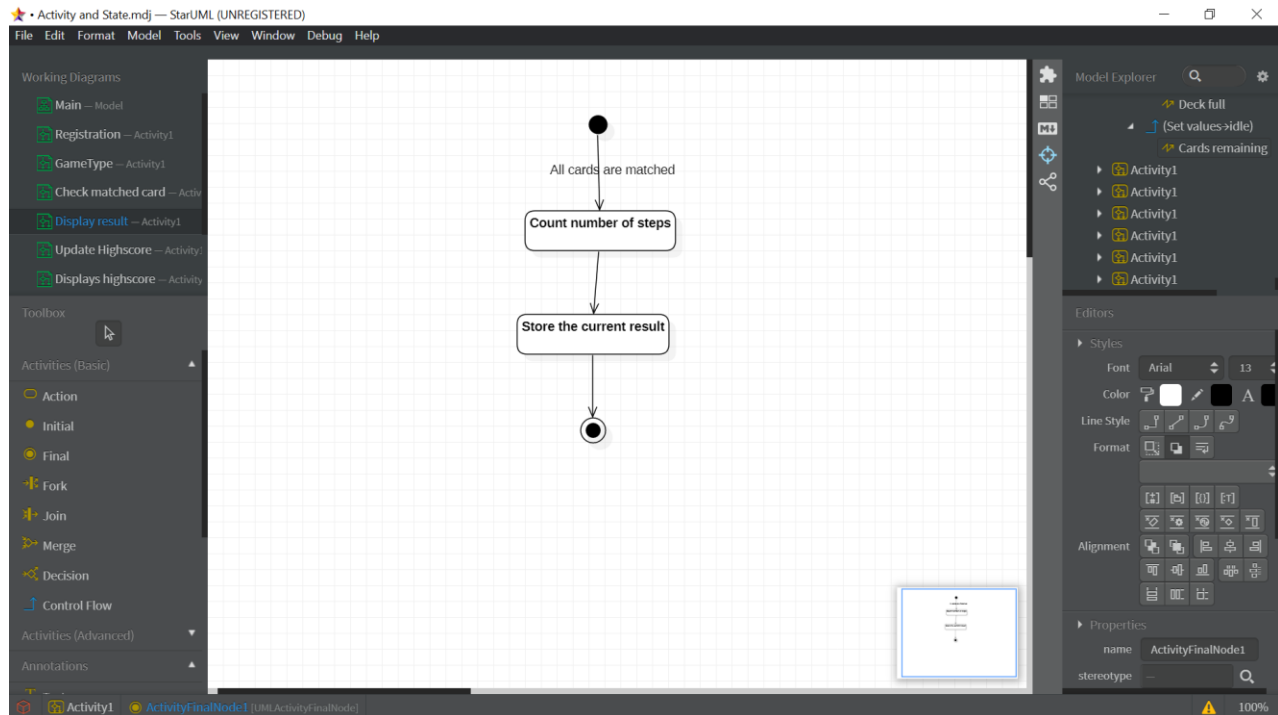
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- c. **Check Matched Card:** The 2 cards that are picked one after the other are checked for similarity. If similar it stays flipped and the user has to find other matching pairs, else the 2 cards gets unflipped and the game continues until all matches are found.



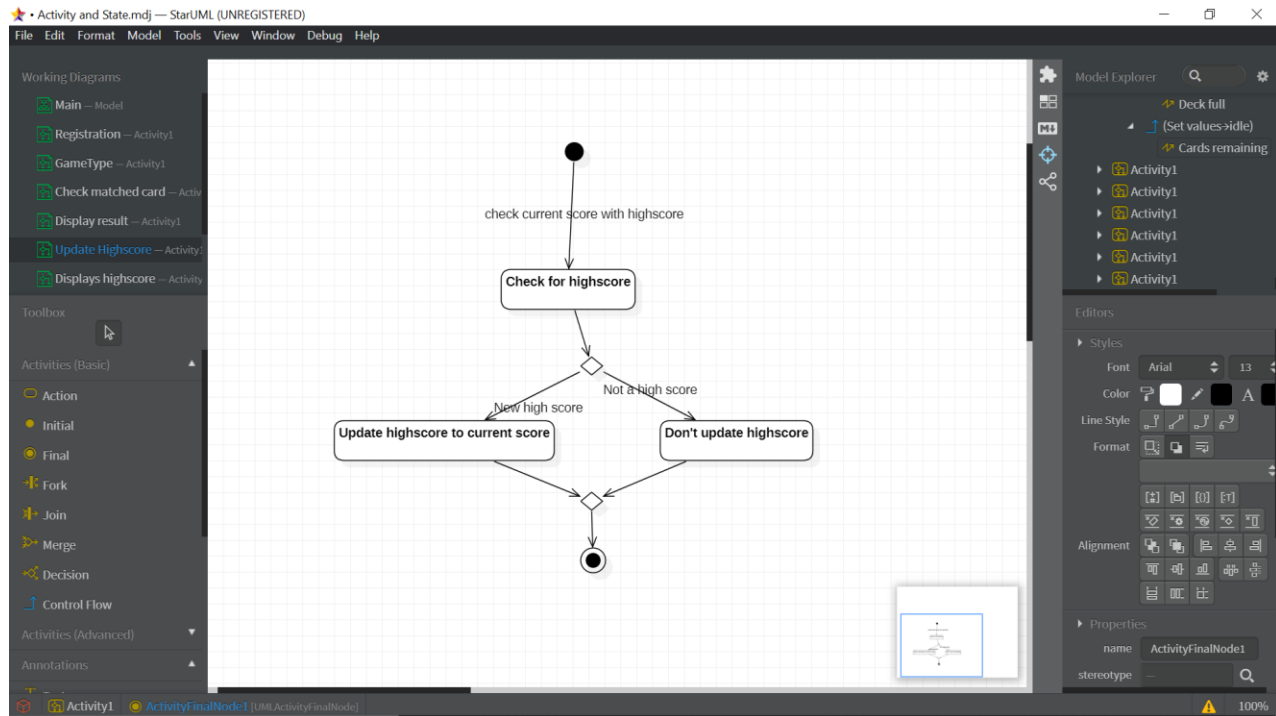
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- d. Display result: The total number of steps taken to match all pairs is displayed



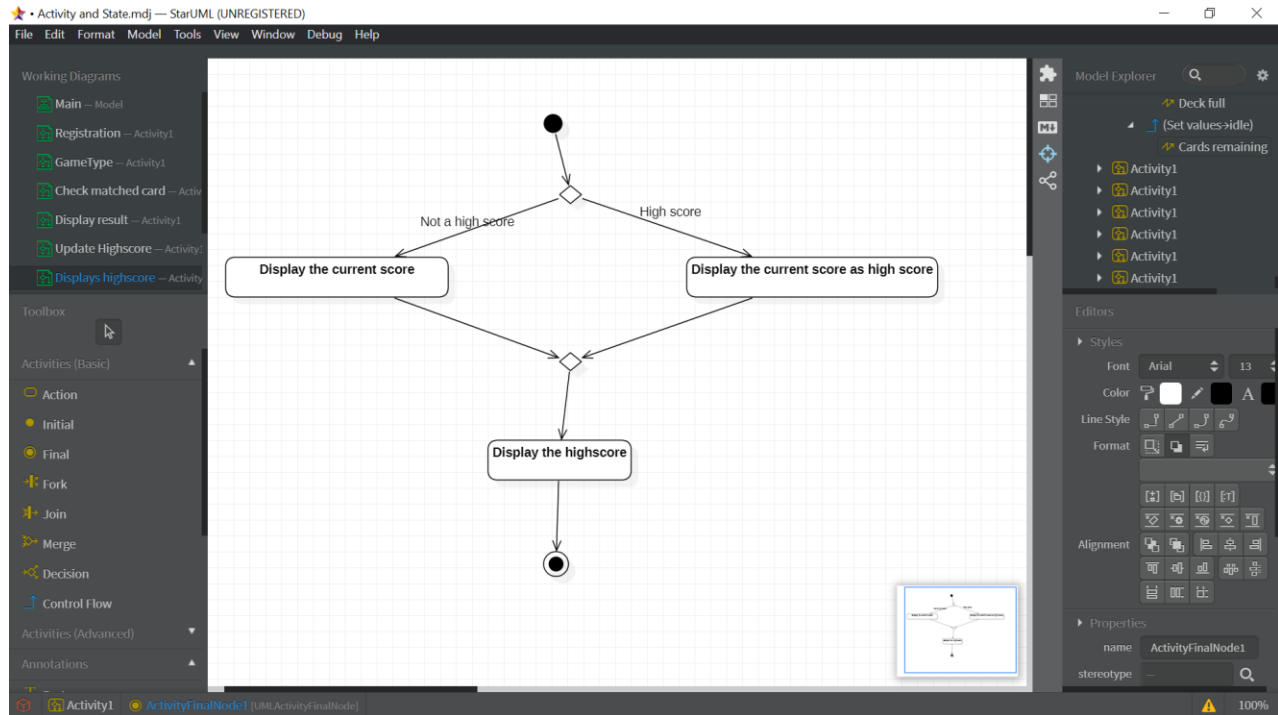
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- e. Update highscore: If current score is better than high score, update high score to current score.



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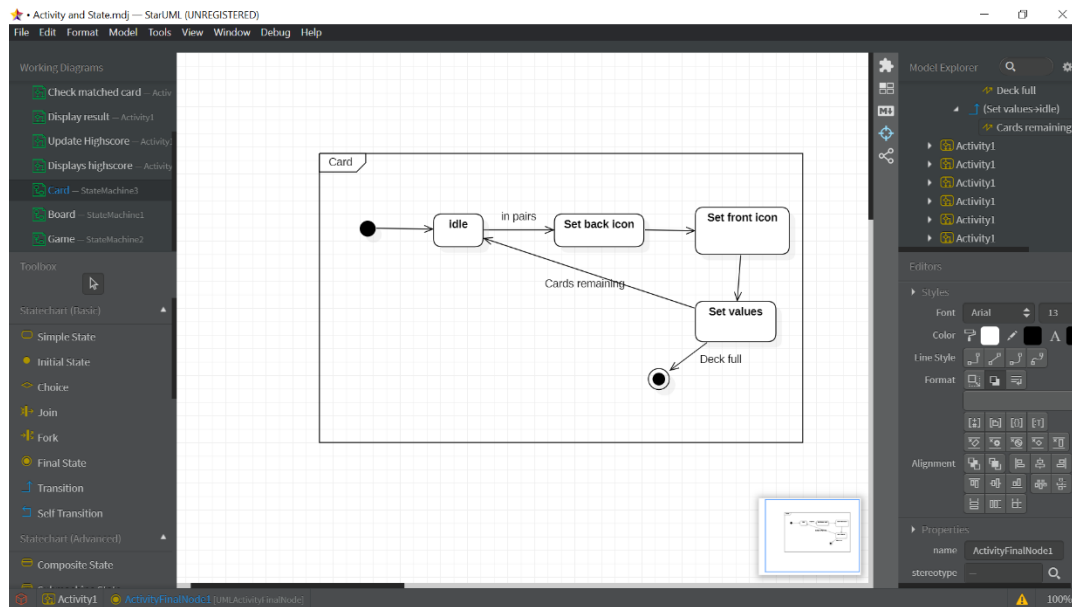
f. Displays highscore: Displays highscore along with current score just to have a rough comparison.



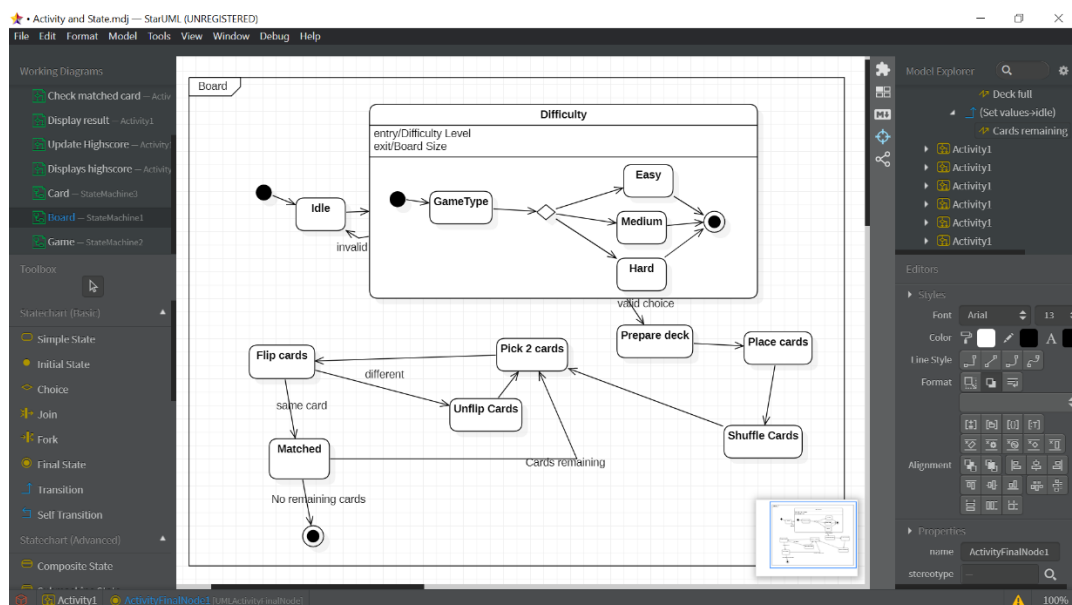
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2: State Diagram:

a. Card: Sets a common back icon and discrete front icons in pairs along with an assigned value



b. Board: Responsible for preparing, shuffling the cards and deck and picking and matching of cards.



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c. Game: Responsible for providing an interface to play the game.

