

Comp 4478

Assignment 2

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<https://github.com/Melsintoh/Assignment2MichealStone>

Unity version 2022.

First thing I created was CardMain.cs, this is the script for the cards, I created facecollection which stores an array of all face cards(the cards you have to match). I set up a collider when the card back is clicked it will show the face card. I then made GameController. I made random generator for the 8 cards, and shuffle to change the location on Start. I set the placement of the cards on in the game scene. I created a void update to reset the game when the user presses the space bar. I created showFace to show the face of the card when flipped and will also use the function checker to check if the faces match.resetFaces reset face cards when the card is not found.



