CS 571 - Prof. Kim

Home Work #1 – Box matcher                              *You may work with up to two other students

For this assignment, you continue your in-class exercise and finish the color matching game:

- Divide the screen into 10x10 grid
- Have TWO and only two of the same color (There should be total 50 colors).
- When a box is tapped, it is visibly marked by making it larger so it stands out.
- When another box is tapped:
  - If its color matches the box that is visibly marked, the two boxes disappear
  - If the colors do not match, the newly tapped box is visibly marked and the previously marked box is unmarked.

Instructions for submitting your program:
1. Submit the main.lua file
2. Be ready to demo the program

Some things to note regarding grading:
- A program that runs into errors upon starting or almost immediate gets an automatic 0.
- There is a 20% penalty for poor documentation & readability.  Have plenty of comments.
- No partial credit will be given to programs that lack documentation.
- Make sure to place comments so that others can understand your program.

Enjoy!