Mind Game

Hover Buttons

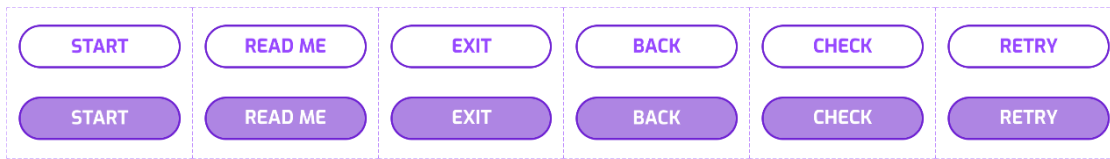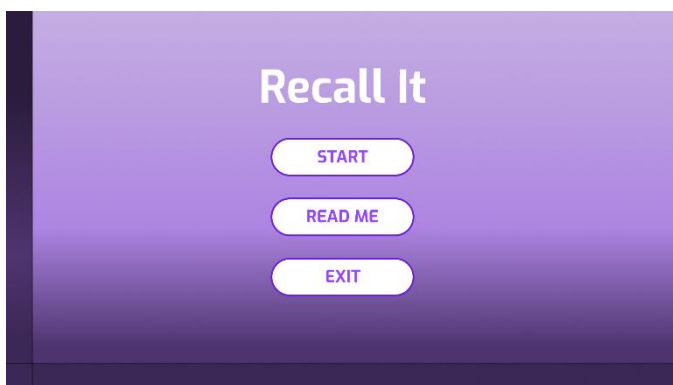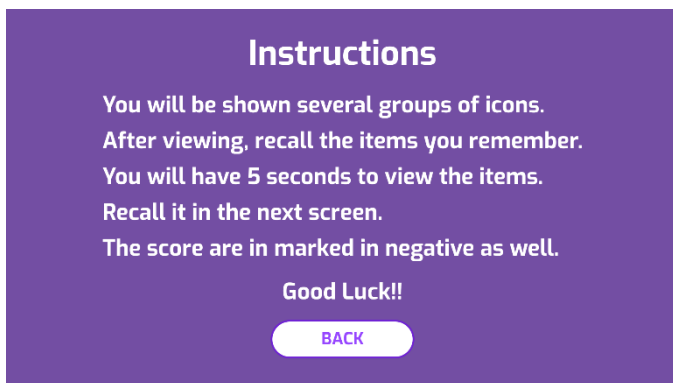| START | READ ME | EXIT | BACK | CHECK | RETRY |
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The buttons have a hover animation to enhance interactivity and provide smooth user navigation.
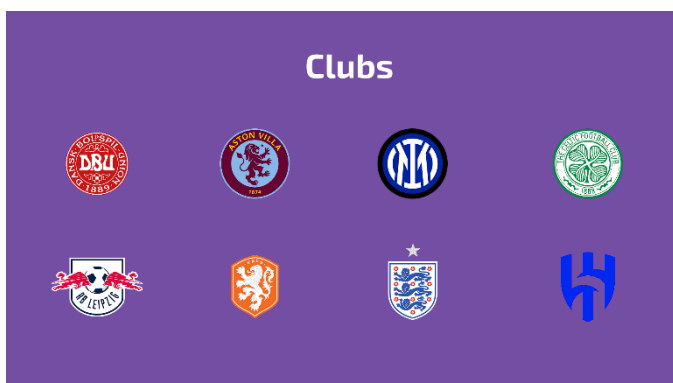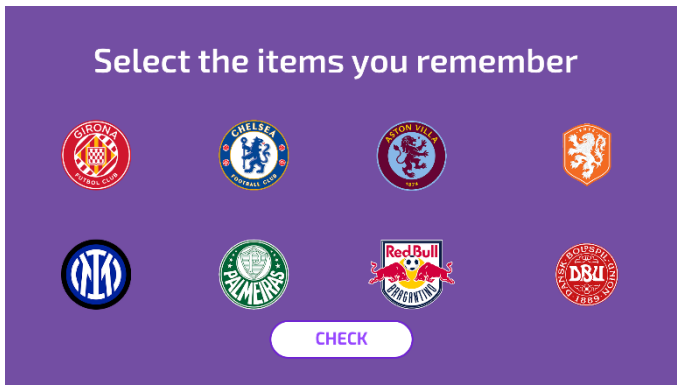
The Game Itself

Recall It

START

READ ME

EXIT

The main screen features three interactive buttons to start with. Users can read the instructions or exit the game after completing it.
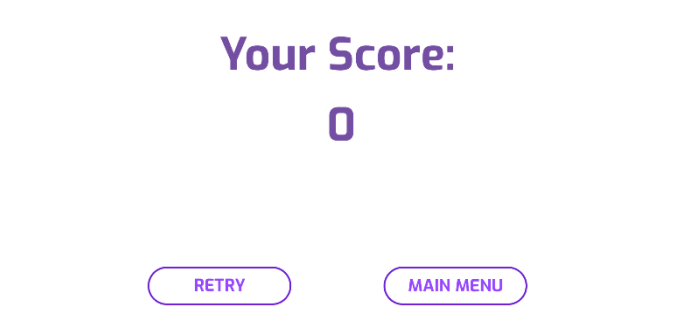
Instructions

You will be shown several groups of icons.
After viewing, recall the items you remember.
You will have 5 seconds to view the items.
Recall it in the next screen.
The score are in marked in negative as well.

Good Luck!!

BACK

This is the instruction frame, which provides a brief overview of how the game works. The back button returns to the main menu.

Clubs

The game begins with a screen displaying logos for five seconds, allowing users to analyze and memorize them before moving on to the selection frame.

The selection frame contains clickable icons that impact the score. A correct selection adds +1 point, while an incorrect choice deducts 1 point. Once the user has made their selection, the result is displayed.

The result page shows the user's score from the game. The user can either retry or return to the main menu.

The game is designed with a purple color palette, often associated with luxury and mystery. This choice was made to complement the theme of the game.