

Emoji Memory Game

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The game

Two players take turns choosing a set of 'cards. If the two emojis match, the player receives a point on his/her scoreboard. The game is over if there are no more cards to choose from or if a player reaches a score of ten.

Software implementation

Players will be presented with:

- 5x4 grid of cards
- Start button
- A scoreboard for each player

Game rules and process

- Game begins when player clicks start. Until then the cards are disabled, but not greyed out. A message box shows whose turn it is.
- Player One chooses a set of two cards. If they match, the cards change colors and are then removed. Player One receives a point on his/her scoreboard.
- If the cards chosen do not match, the cards turn back over, and it is Player Two's turn.
- The same process follows for the next player until the game is over.
- If a player reaches a score of 10 points or there are no more cards left to choose from, the game is over, and the winner is displayed.