**MOBPROG**

**BENEDICTO ALDRIAN**

**GENETE RAY ALEXANDER MALVIN**

**About our app**

The app is a game that enables you to use your memory and distinct an image from another. With the use of cards as a medium, players must find the similar image that is shown. the app will use cards as a medium for the images to be compared with. Our app has a twist that the cards are all facing backwards. The only way to view it is to flip them one at a time by tapping the cards individually. When a card is flipped the player will get one chance to tap another card, if the card has the same design they will stay like that in the rest of the game until the player is finished. If the cards are mismatched, they will revert to their original state.

**Purpose**

The purpose of this game is not mostly for entertainment but allows the user to strengthen their memory and spotting the difference in an individual object as for this game are the cards. This allows the user to both entertain and improve their skill in memorizing and familiarizing.

**Objective**

To create a game that will entertain and improve a player`s memorization and familiarization by using a simple game. This game will not only entertain but allows the user to hone their skills in memorization and familiarization. Our objective is it to be portable and easy to use while demanding little space in storage.

**WIREFRAME**

Button

Button

Button

LOGO

Button

Button

Button

GAME

TEXT BOX

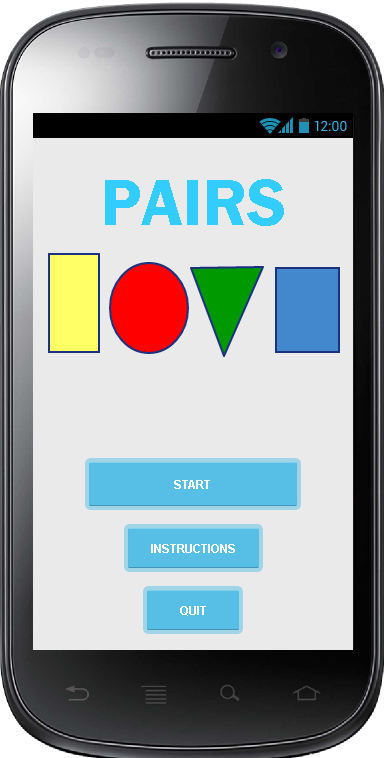
**MOCKUP**

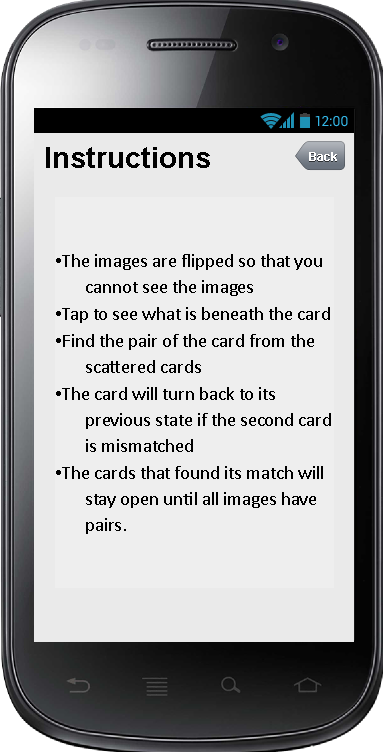
The title screen will have the title, the image of the app design, and two interactable buttons. The start which will move you to the difficulty page which allows you to pick which difficulty the game will be played. While the instruction will move you to the page which allows you to see the manual on how to play the game.

When the instruction is tapped bullet points will show on how the game is played. Full details on how the game works will be viewed in this page.

By tapping the start, you will be presented on the difficulty setting in which the game could be played. A player can choose the following difficulty which are easy, moderate, and challenging. As the name and the color of each difficulty, the player can play the easy mode in which 8 cards are presented to the player, the more the difficulty is raised the color change and the number of cards increase.

**PROTOTYPE**

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