



RECOLLECTION

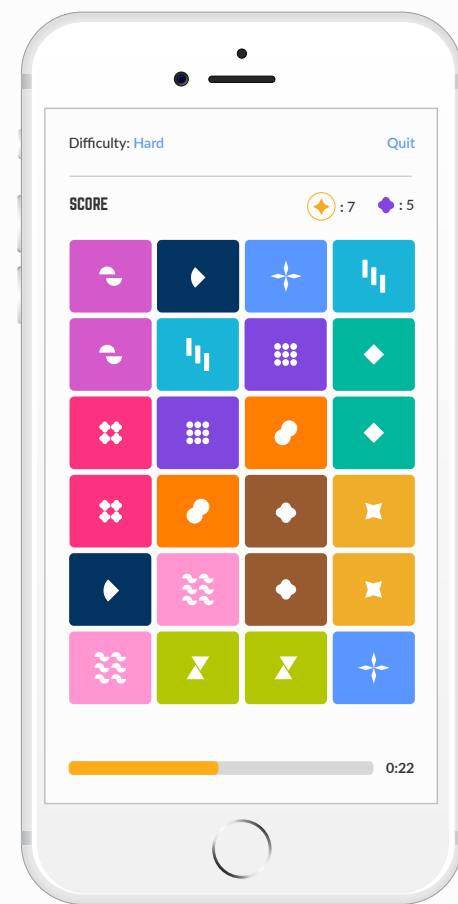
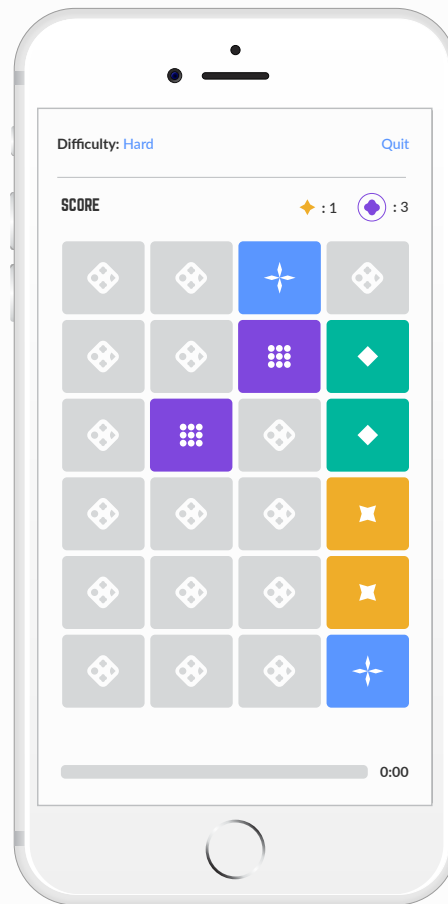
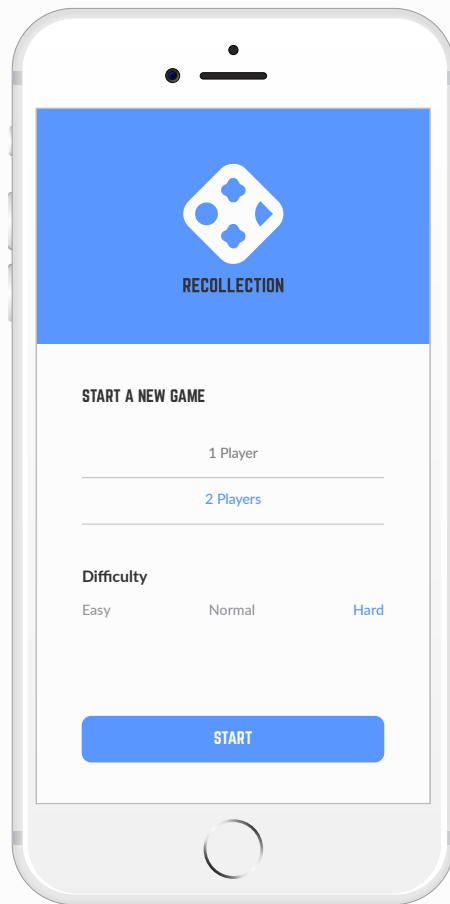
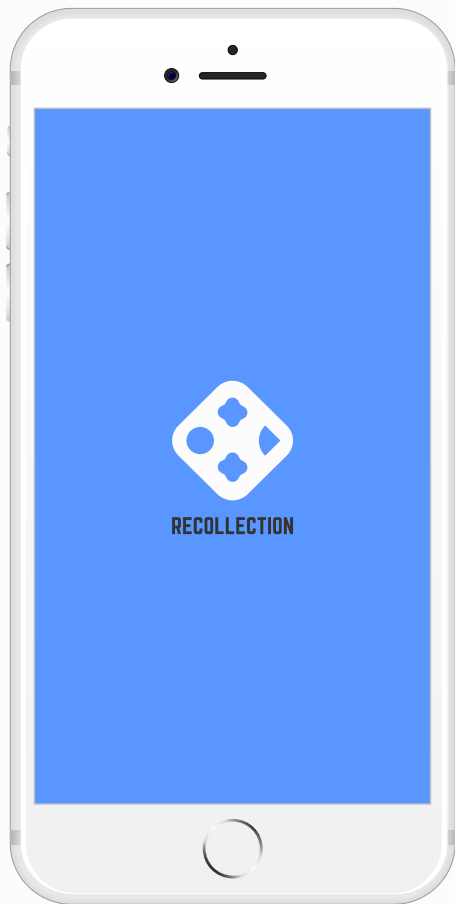
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WNM 300 01: Interactive Applications

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GAME CONCEPT

OBJECTIVE

Recollection is a memory game designed for either one or two players to participate in. The objective is to find a series of matching pairs of shapes on a game board before a timer runs out.

SINGLE PLAYER

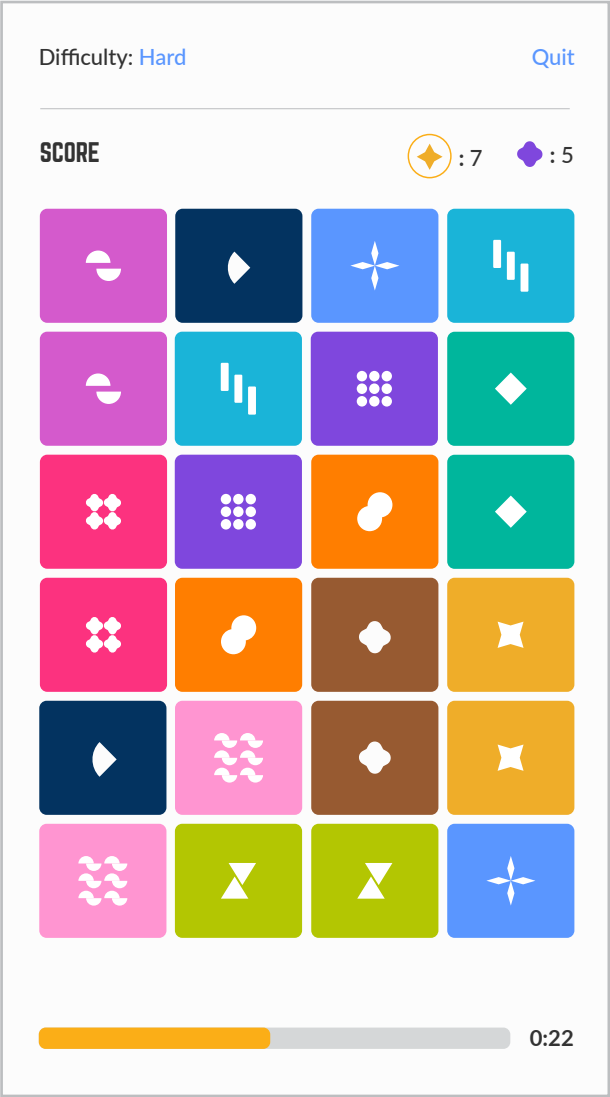
In single player mode, the main goal is to find each matching pair of shapes before a timer runs out. If the player is successful, they win the game. Loss of a round occurs when any shapes are unmatched when the timer expires.

TWO PLAYER

Two player is a mode in which two players compete against each other. The players take turns matching shapes and the winner successfully finds the most pairs before the timer runs out or when the board is completely full.

DIFFICULTY LEVELS

HARD DIFFICULTY





On the hard difficulty setting, gamers play on a 24-square board and will have 45 seconds to find 12 different pairs of matching shapes.













NORMAL DIFFICULTY

Difficulty: Normal

Quit

SCORE

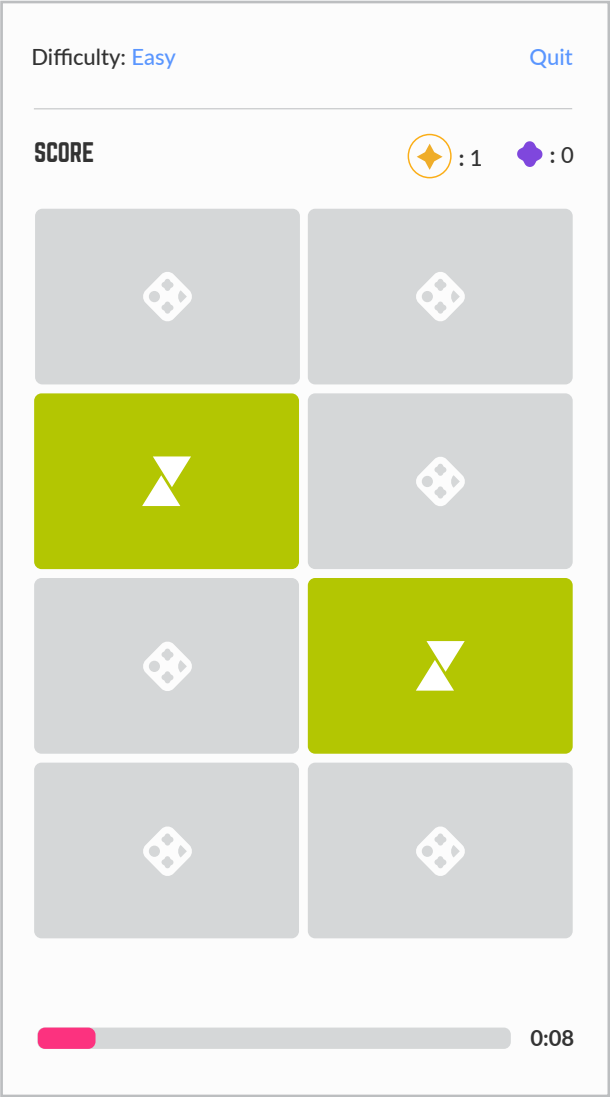
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0:07

On the Normal difficulty setting, gamers play on a 12-square board and will have 15 seconds to find 6 different pairs of matching shapes.


EASY DIFFICULTY



On the Easy difficulty setting, gamers play on an 8-square board and will have 10 seconds to find 4 different pairs of matching shapes.

WALKTHROUGH

WALKTHROUGH



RECOLLECTION

START A NEW GAME

1 Player

2 Players

Difficulty

Easy Normal **Hard**

START



First, the players have the option to choose between single, or two player mode and can pick from easy, normal, or hard difficulty.

























WALKTHROUGH

Difficulty: Hard

Quit

SCORE

 : 0  : 1

0:45



Player one takes the first turn and luckily finds a pair of matching shapes.

























WALKTHROUGH

Difficulty: Hard

Quit

SCORE

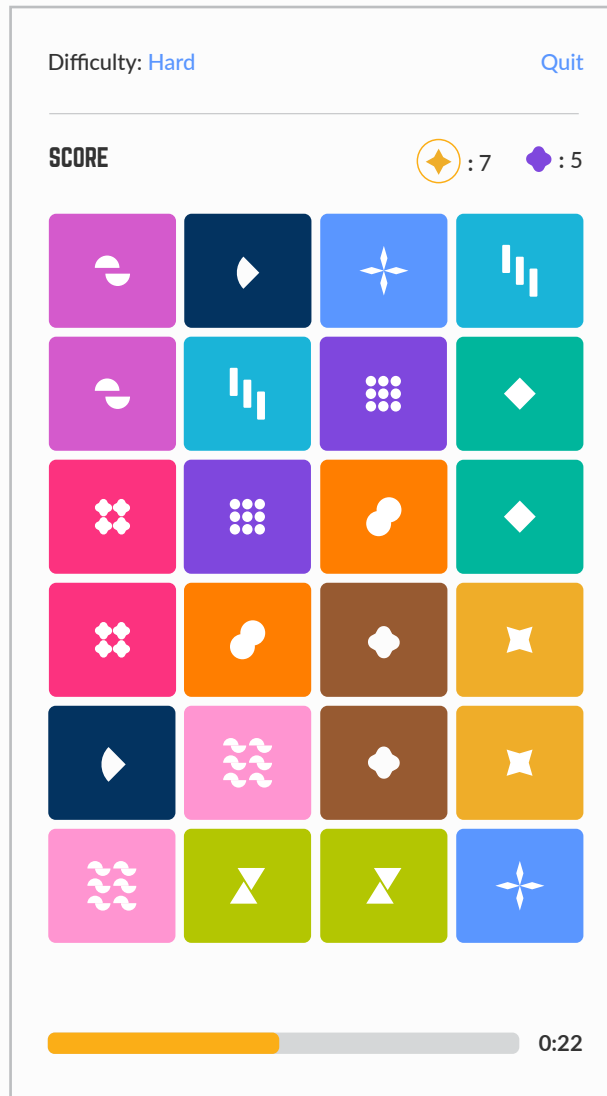
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Players change turns each time one of them flips over two cards on the game board.

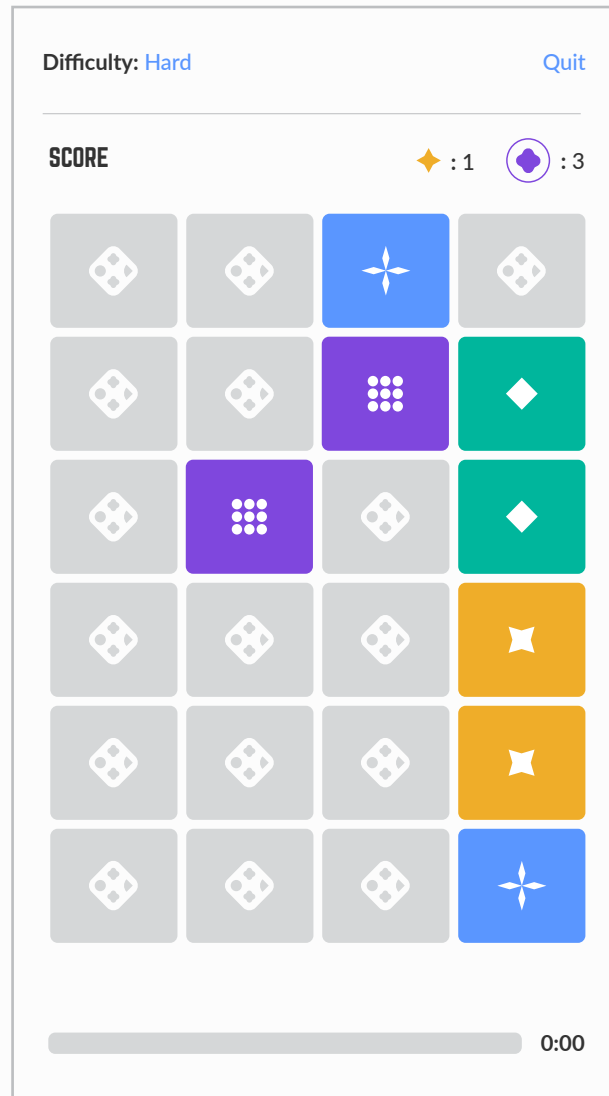
WALKTHROUGH



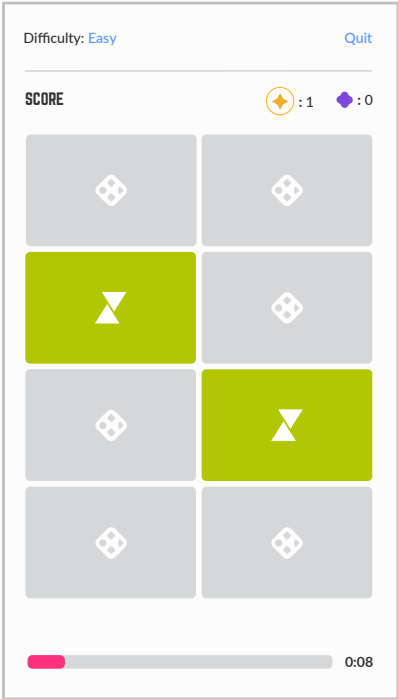
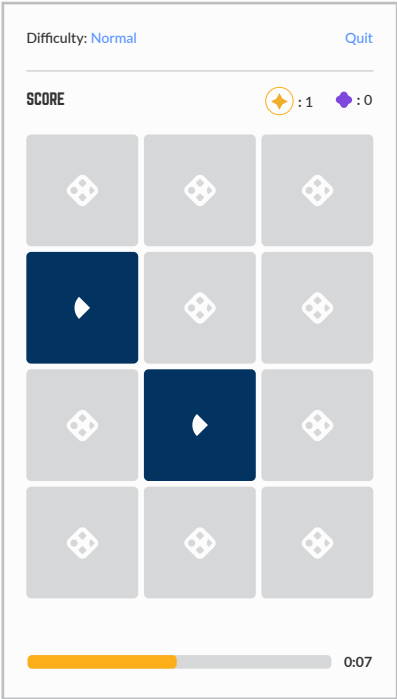
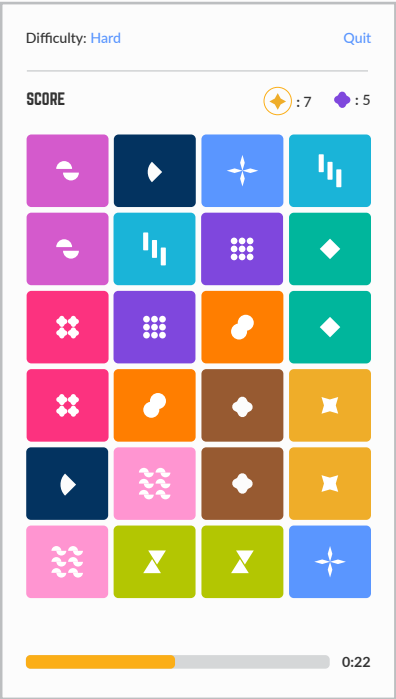
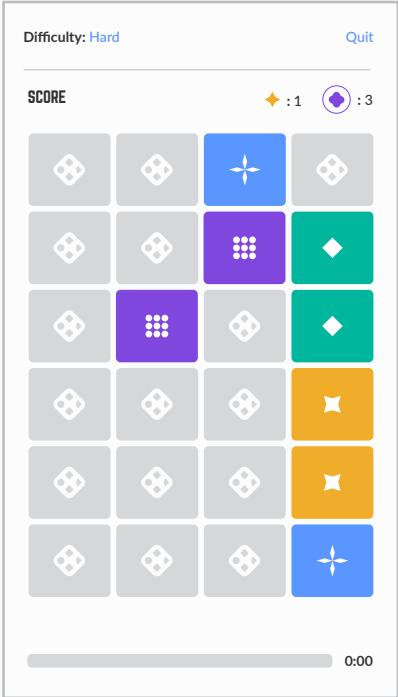
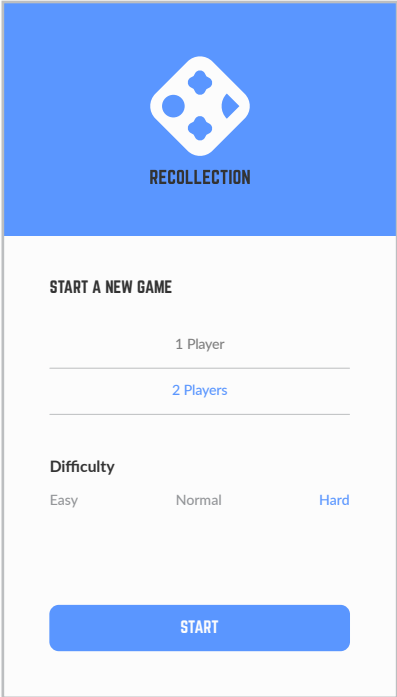
In two player, the game is over in two different scenarios. The first scenario is if the gameboard is filled before the timer expires. The player with the most matches wins.

In single player, the player will lose if he or she fails to match all pairs before the timer runs out.

WALKTHROUGH



In two player, the second game ending scenario is if the timer expires before all matching pairs have been found. In this case, the winner is still the player who has found the most matching pairs at the moment the timer hits 0.





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