

# Software Requirements for Matching

## Matching

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## Overview

This document describes requirements for the software implementation of the classic game of Matching. This software will allow two players to play against each other. A description of the game plus the requirements of this implementation are provided below.

## The Game

Two players are presented with eighteen cards. The players take turns choosing two cards. The player with the most matches wins.

## Software Implementation

### UI Elements

The UI will include:

- 6 columns x 3 rows of buttons
- Label at the top of the screen with:
  - a start button to begin the game
  - a label to display game status (whose turn it is, who won etc.)
  - a label to display how many matches each player has

### Game Process and Rules

- The game starts when a player clicks start. Until then, the game status displays "Press start to begin the game" and all clicks on the card buttons are ignored. The start button is disabled.
- After the start button is clicked the message "Current Turn: Player 1" is displayed. Player 1 chooses two cards which display their image and if they are not a match the cards go back to their original state. If they are a match player 1's score goes up and he gets to go again. The matching cards disappear.
- When all the cards are disappeared the game status displays the winner or a tie.
- Once the game is over the start button is enabled again.