

Software Requirements for Number Matching game

Number Matching

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Overview

This document describes requirements for the software implementation of the classic game of Number 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 a 10x10 table of cards. The first player goes and turns over two cards. If they are a match then they get to keep it and go again, otherwise it gets turned back over. The player with the most points when there is no more matches wins.

Software implementation

UI elements

The software will present the Matching game with the UI elements listed below.

- 10x10 matching board
- Row of buttons on top of screen (like a toolbar) that has:
 - Start button
 - Label to display the game status message
 - Each players score

Game Process and Rules

- The game starts when the player presses play. Until then you cannot click on any buttons and the game status message is "Click Play to Begin the game"
- The first player clicks on two cards to flip them over if they are a match then that player gets the set and get to go again, otherwise the cards get turned backed over and player 2 goes.
- once there are no more sets then the player with the most sets win
- if user clicks start in middle of the game it should start the game again