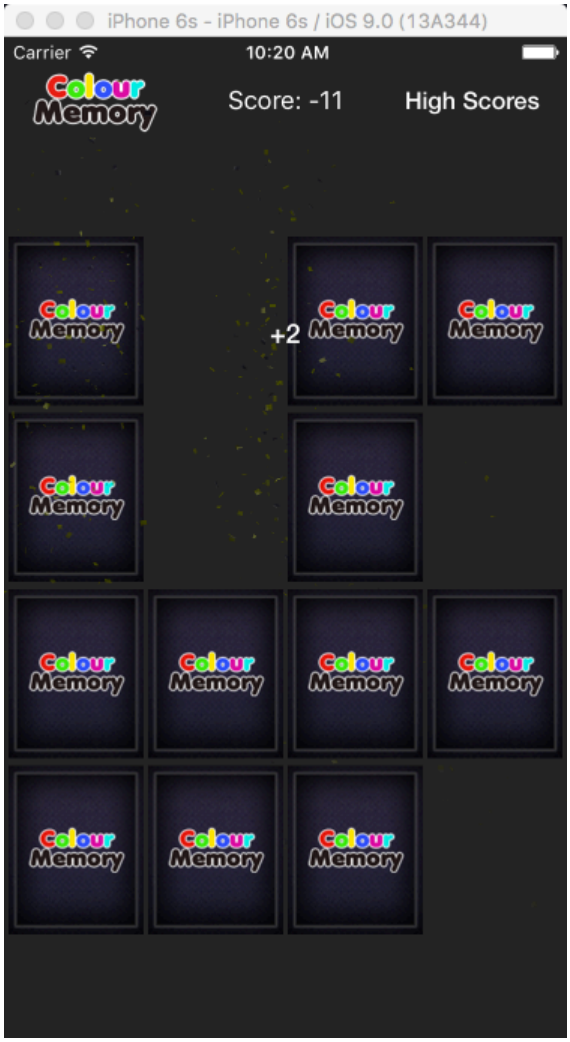
How to run the project.

- I use pods to install the third part library, so please check this link if you have not used pods before. https://guides.cocoapods.org/using/using-cocoapods.html
- Click the ColourMemory.xcworkspace and open the project in Xcode, now you can run the app in emulator.

App Structure

The main interface is :

All the play rules are strictly follow the requirement. I also **add sound effect** when flipping the card, guess correct or wrong. **I add explosion effect when destroy two same cards.**



After game over, there will be the dialog showing user the ranking and score**. The database is network-based. So the ranking will have a loading time.**

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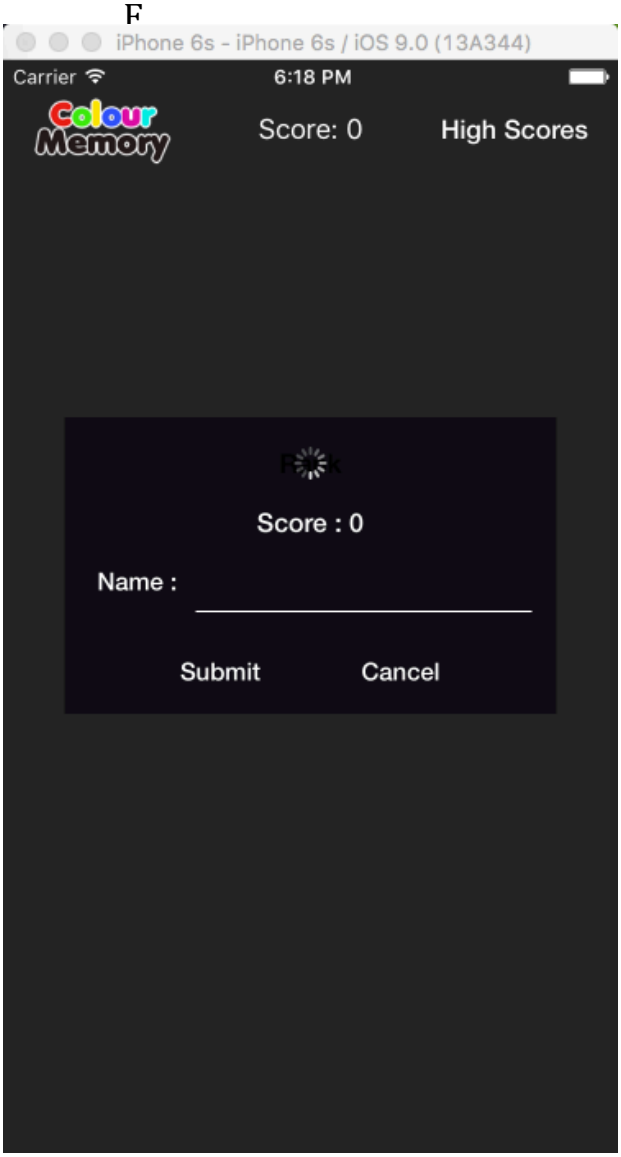

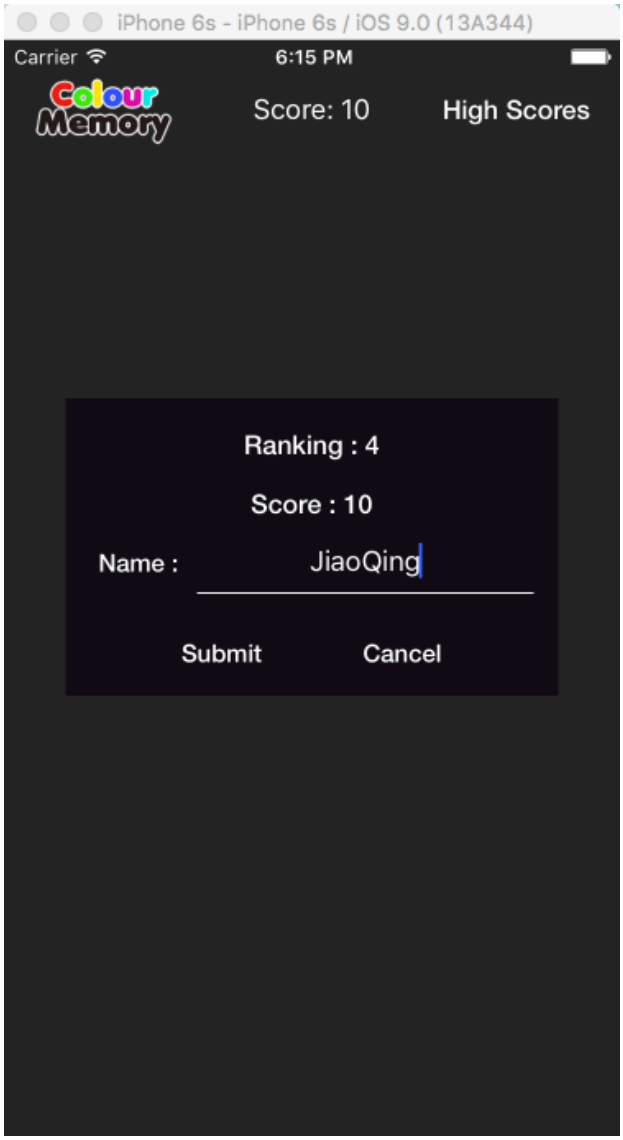

The high score table will show **the top 20 highest score. Since it is network-based** the score is logged on a remote server. **I use Heroku server service. So there is no need to setup a server system**. For demo only, I write two simple Restful server APIs using Ruby, so there is great space to improve the network efficiency.

The new score played and high scores returned from server will also be stored in a local database, when the network is unavailable , the high ranking table will show the local data copy. Because the time

limitation, I did not consider the resend mechanism when network becomes available.