Memory Project Rubric:

Basic Functionality: 70%

_____ Displaying images
- 12 unique images
- 24 clickable squares 6x4 grid
- images display when clicked

_____ Closing images properly
- different images close after third is clicked
- same images (paired) remain open after third is clicked
- paired images become unclickable

_____ Determine win condition
- determine win, display message
- count number of clicks to win game
- high score persistance in high score file

Error checking: 10%

_____ No bugs
- same box clicked twice does not count as a pair
- third clicked image must be an unopened box (not one that's already revealed)

Creativity: 5%

_____ Image choices
- related images
- image quality
- image uniquness (avoid images which are difficult to distinguish)

_____ Additon game features (optional)
- open to your imagination

Coding style: 15%

_____ use of meaningful variable names
- avoid meaningless names
- names should not be very long ie. Horizontalposition
- using meaningful variable names reduces required comments

_____ comments
- comment lines which require explanation
- do not comment every line
- do not write verbose comments
- comments should be short and to the point (concise)
- not in sentence form
- will YOU be able to understand your code 1 year later
- function docstrings required (purpose, accepted args, return values)

_____ efficient code
- prefer loops instead of code repitition
- prefer functions for code that has a specific purpose

_____ readable and logical code
- easy to understand
- avoid convoluted/complicated code
- blank lines to separate logical blocks