**Acceptatie criteria**

Game features multiple cover images for the player to choose from:

*At least 2 sets of cover images.*

*An image set has at least 18 unique images.*

Game features multiple back images for the player to choose from:

*At least 2 unique back images.*

Game’s cards are able to be arranged in multiple layouts:

*At least support for 4x4 and 6x6.*

Player is able to flip cards:

*On no match:*

*Cards should flip back.*

*Player’s turn ends.*

*On match:*

*Cards should be removed from the board.*

*Player’s score increases.*

Game can be played with multiple players:

*At least two players.*

*At most four players.*

Player can restore a game’s session after application shutdown:

*Sessions are saved automatically on application shutdown.*

*Sessions are saved in a game specific folder.*

*Sessions can be restored from the main menu.*

High scores are saved:

*High scores are saved as player name, score, and board layout.*

*High scores are saved in a game specific folder.*

High scores are viewable:

*High scores are accessible from menu.*

*High scores list the player and the score achieved.*

*High scores are listed under board layout.*

*At least the top 5 high scores are shown.*

Players can pause the game:

*Pausing can be done while playing.*

*During a pause no other actions can be performed.*

*Player can unpause the game.*

Player can create a new game:

*New game can be created from menu.*

Player can restart the game:

*Restarting can be done while paused.*

*Restarting restarts the game with the same layout, players, and card set.*

*Restarting reshuffles the board.*

*Restarting resets all player’s score to 0.*

Players can play under an alias:

*Aliases can be chosen at the start.*

*Aliases are shown while playing the game.*

Game should be able to be finished:

*Game is finished when there are no more cards left.*

Game should show an endscreen on finish:

*Endscreen should show all players and their scores.*

*Players should be ordered by score. Highest at the top.*

*Endscreen should have a button to restart the session.*

*Endscreen should have a button to return to the menu.*

Game should indicate which player’s turn it is.