

# Memory Game Project

This project aims to develop a memory game using Java. It will be a challenging and engaging game that will test the user's memory and concentration.

# Game Overview



1

## Objective

The objective of the game is to match pairs of hidden cards by revealing them in turns.

2

## Gameplay

Players take turns flipping two cards at a time, trying to find matching pairs.

3

## Difficulty

The game can be adjusted to increase difficulty by adding more cards, time limits, or unique game modes.

4

## Interface

The game will have a user-friendly interface with clear instructions and visual feedback.

# Key Features

## Card Types

The game will feature various types of cards, including images, numbers, or symbols.

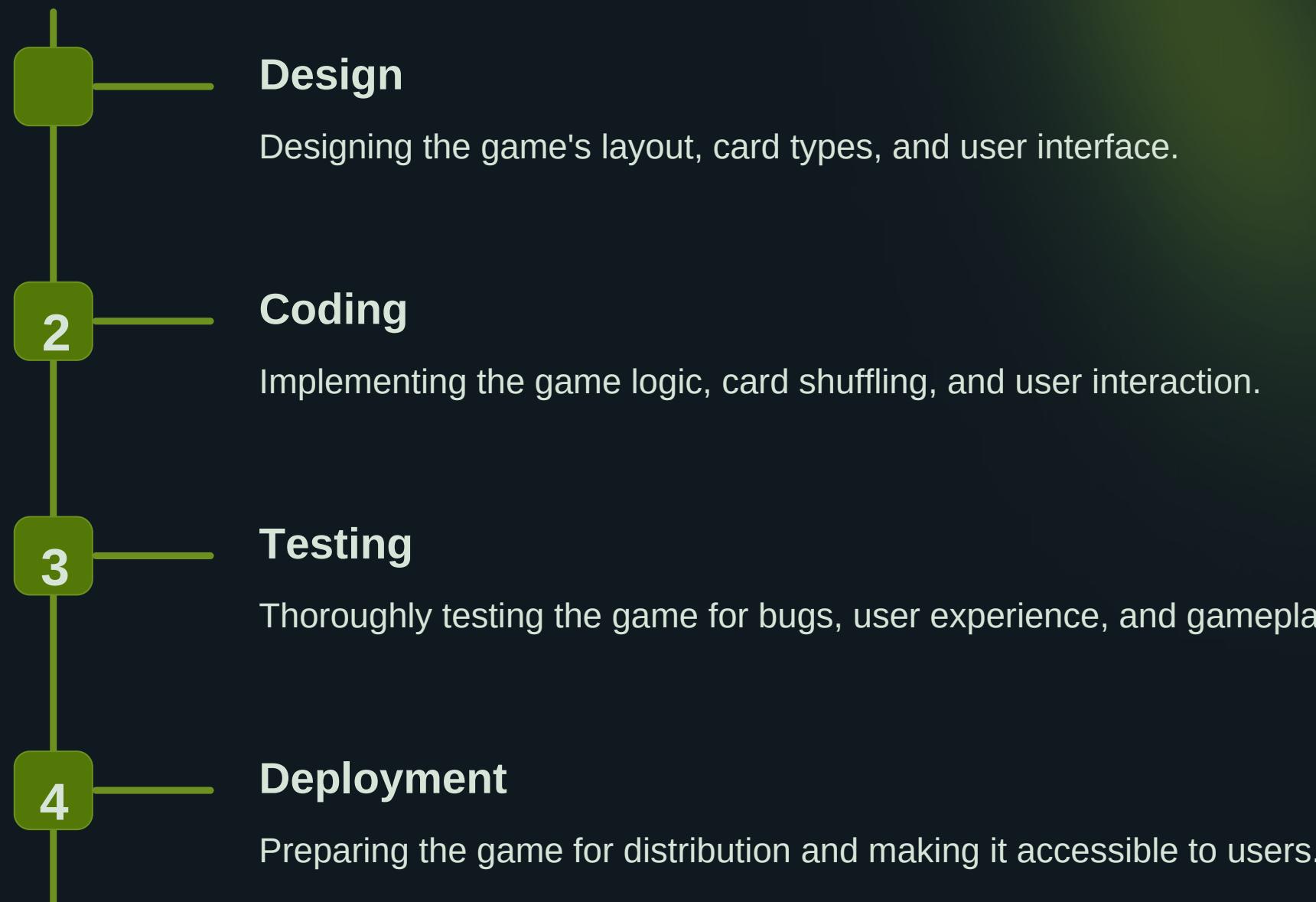
## Game Modes

Different game modes will be available to provide diverse gameplay experiences.

## Scoring

The game will track player scores and provide feedback on performance.

# Technical Implementation



```
var perc = 99.0, wmin = 1920, hmin = 1080, w, h, w1, h1, ratio;  
var FromDoc = open ( File ("D:\FromMacro.psd"));  
var IntoDoc = open ( File ("D:\IntoMacro.psd"));  
  
app.preferences.rulerUnits = Units.PIXELS;  
w = FromDoc.width.value;  
h = FromDoc.height.value;  
ratio = h/w;  
app.activeDocument = FromDoc;  
activeDocument.activeLayer = activeDocument.layers[0];  
  
var shapeRef =  
[ [ Math.floor ((w-1920)/2), Math.floor ((h-1080)/2) ],  
[ Math.floor ((w-1920)/2)+1920, Math.floor ((h-1080)/2) ],  
[ Math.floor ((w-1920)/2)+1920, Math.floor ((h-1080)/2)+1080 ],  
[ Math.floor ((w-1920)/2), Math.floor ((h-1080)/2)+1080 ] ];  
  
app.activeDocument.selection.select ( shapeRef, SelectionType.REPLACE );  
app.activeDocument.selection.copy ();  
app.activeDocument = IntoDoc;  
activeDocument.activeLayer = activeDocument.layers[0];  
IntoDoc.paste ();  
  
while (1) {  
if ( (w < wmin) || (h < hmin) ) break;  
app.activeDocument = FromDoc;  
activeDocument.activeLayer = activeDocument.layers[0];  
  
app.activeDocument.activeLayer.copy ();  
app.activeDocument = betweenDoc;  
betweenDoc.paste ();  
w1 = w;  
h1 = h;  
w = w * perc / 100;  
h = w * ratio;  
}  
  
Image ID: 2BGAXKE  
www.alamy.com
```



# Conclusion and Next Steps

## Evaluation

Gather user feedback to identify areas for improvement.

## Enhancements

Consider adding new features, game modes, or difficulty levels.

## Distribution

Explore options for sharing the game with a wider audience.