

# CARD MATCHING

## Memory Game Kit



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## What is Card Matching Game?

Card matching is also known as Matching Pairs, Match Match, Match Up, Memory, Pelmanism, Shinkei-suijaku, Two of a kind, Pexeso or simply Pairs, is a card game in which all of the cards are laid face down on a surface and two cards are flipped face up over each turn. The object of the game is to turn over pairs of matching cards.

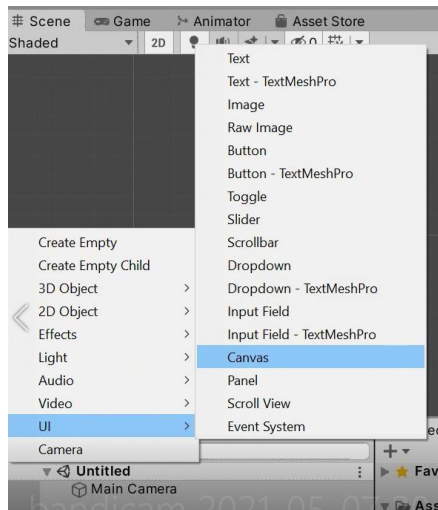
## How we can build it?

You can build your own Card Matching Game with this game template.

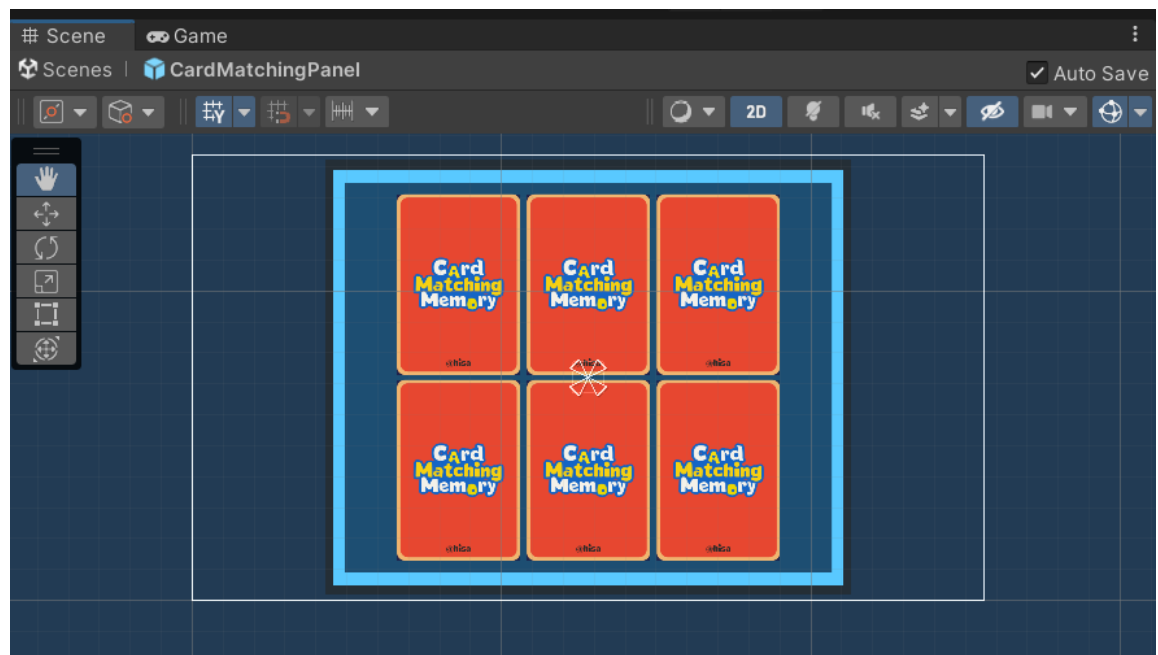
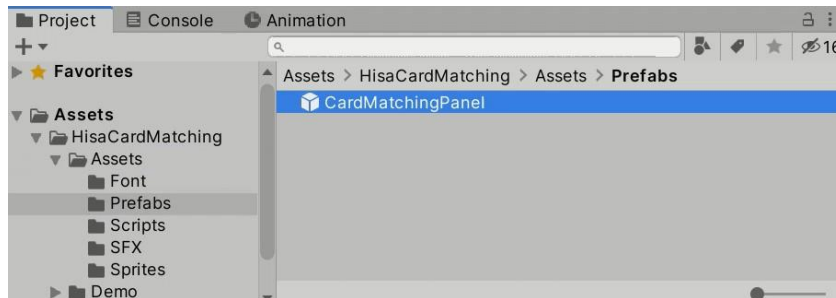


## Step by step to using Card Matching Memory Game Kit

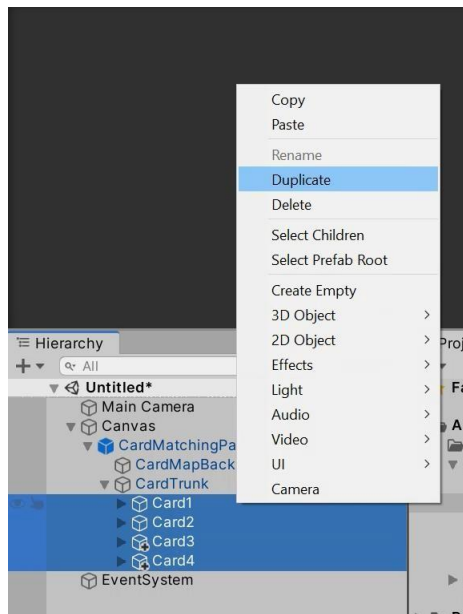
1. Download and Import **Card Matching Memory Game Kit** from Unity Assets Store.
2. Open **New Scene** on Unity
3. Add **UI Object -> Canvas**



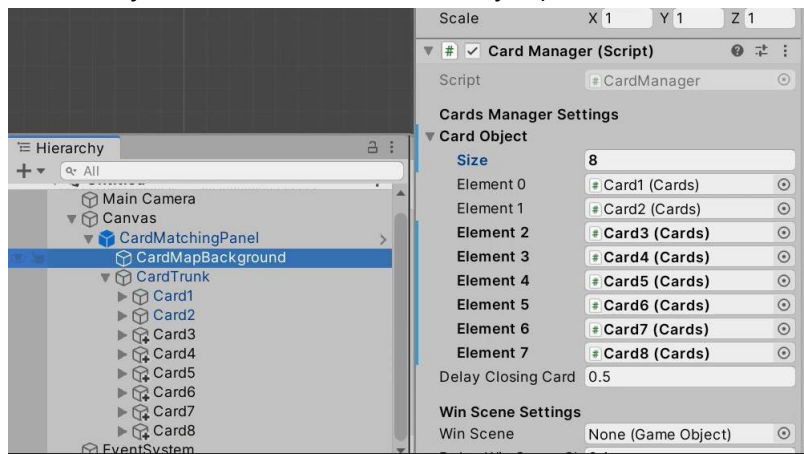
4. Add **"Card Matching Panel"** from Folder **HisaCardMatching -> Assets -> Prefabs** to Canvas



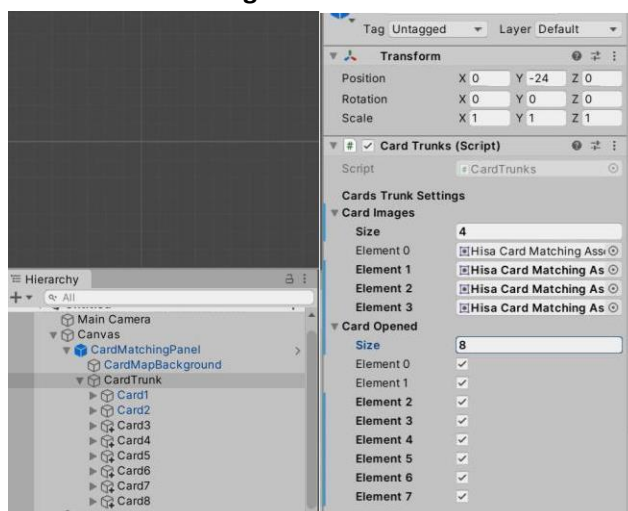
5. The first thing you need to do is **determine the number of cards** that will be used in game, (after this we called that value as **total card in game**).
6. After that **duplicate “Card” object** with number of total cards used in game.



7. Change total of **“Card Object”** on **“Card Manager”** script same as **total card in game** (total **“Card”** Objects inside of **“CardTrunk”** Object).



8. Change total of **“Card Opened”** same as like **total card in game**, and total **“Card Images”** with half of **total card in game**.





For more detail & tutorial you can join our community on discord channel:

<https://discord.gg/pCuSJBx8Qg>

or you can contact me via email on **experthisa.chan@gmail.com**