

Process work for 3: 2D Game Project

I want to build a Concentration game. I'm going to try and take the loop to place cards and random to make it so each card is different each time. I also want to make it so each card is shown for half a second. I also have to use the getmouse to acknowledge the mouse on the screen. I will also need to make it so I can click 2 cards and check if they are the same then give you points. I also need to make 2 of each card be placed. I also need to reset but keep the points until I guess wrong a certain amount of times then you will lose the points and it will end or restart. I also want to make them fly off the screen if I can after you get each right.

First I want to make the cards and place them on the screen I'm having trouble figuring out how to make the 2 sided I'm now able to call and create the one side of the card from the card class now I'm making the floats to place the cards I'm having trouble I was able to figure out how to place the cards now I need to make collision with the cursor I was able to get it working and I have worked some more and I got it so I can now flip and make them disappear when they match I was also able to get a loose and win

I was able to finish it but with trouble I had to use the internet to help me finish it