Classic Matching Game

Created by: Yocheved Goldberg

Overview:

This document provides the requirements for creating the software implementation for the classic game of Matching. This software will allow two players to compete in playing this game. Below is a full description of this implementation and how the software will create this game.

The Game:

20 cards are laid out in a 10x10 presentation. All cards are disabled to click until the first player clicks the Start button. Player 1 clicks on 2 cards and the card displays a number. If the numbers are a match, the 2 cards are removed and are rewarded in points to the player. (One set of cards = one point). If the set was a match, the player gets to go again. If the set was not a match, the cards get turned back over and Player 2 goes and picks a set.

The Winner:

When there are no more cards left, the player with the most points is the Winner.

Software Implementation - UI:

The game presentation will have a UI as described below:

- 10 * 10 board of buttons (cards)
- Toolbar with Start button, message displaying which player's turn it is, and each player's current score[