Case Project Readme :
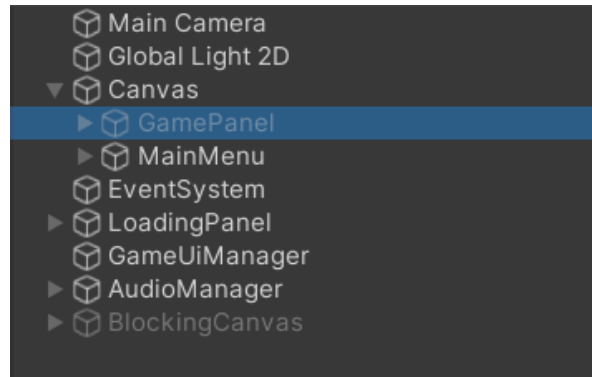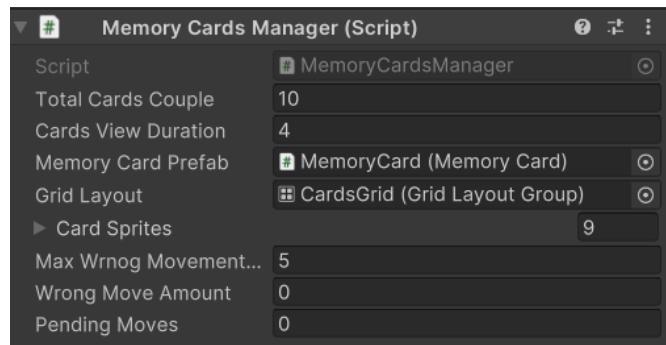
The game created to be dynamic in almost every thing in the game scene if you clicked to GamePanel Object you can change the properties of the gameplay

*Total Cards Couple (total cards amount will be double this value) and the card sizes will be calculated according to that

*Max Wrong Movement is the count of wrong try times the player can make before losing the game

Saving System :

The game porgress will be saved only when the player clicked home button while playing the game and the saved level data will be loaded automatically when the game started again

The data will be removed if the player win or lose the game