

EECS 448 Team 3

LEEP2
1520 W 15th St
Lawrence, KS 66045

Card Matching Game

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Overview

This Card Matching Game is a website designed for individuals of all ages to simultaneously test their memory and have some fun. This manual is made for first-time users, explaining every feature and capability of the Card Matching Game.

Main Page

When first entering the webpage, a landing page is encountered prior to beginning the game. Clicking the **Begin** button will automatically start the first level of the Card Matching Game and the **High Scores** button will display a leaderboard based on the total number of moves for each level.

Welcome to the Card Matching Game!

Please click to begin

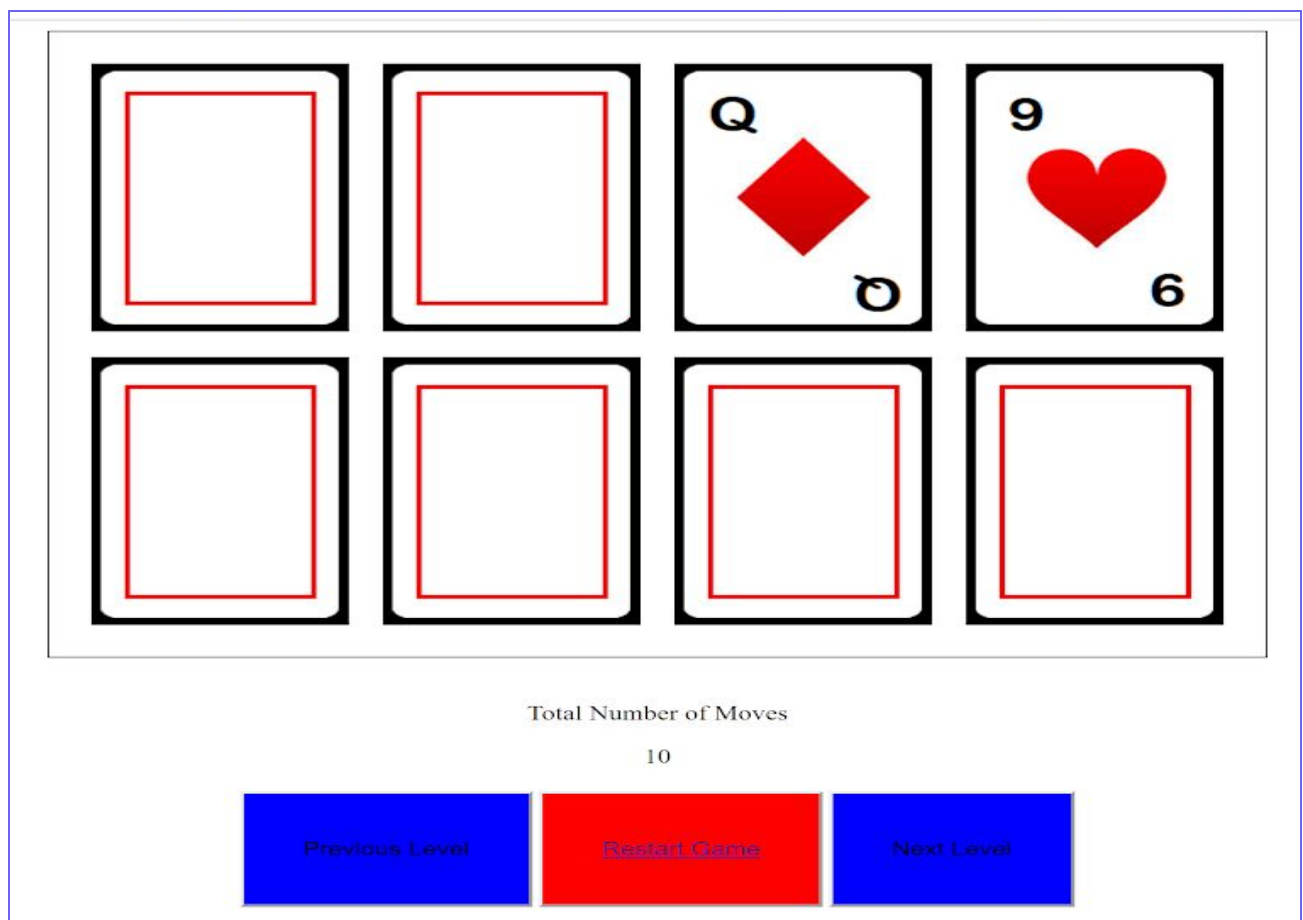
[Begin](#)

[High Scores](#)

Level One

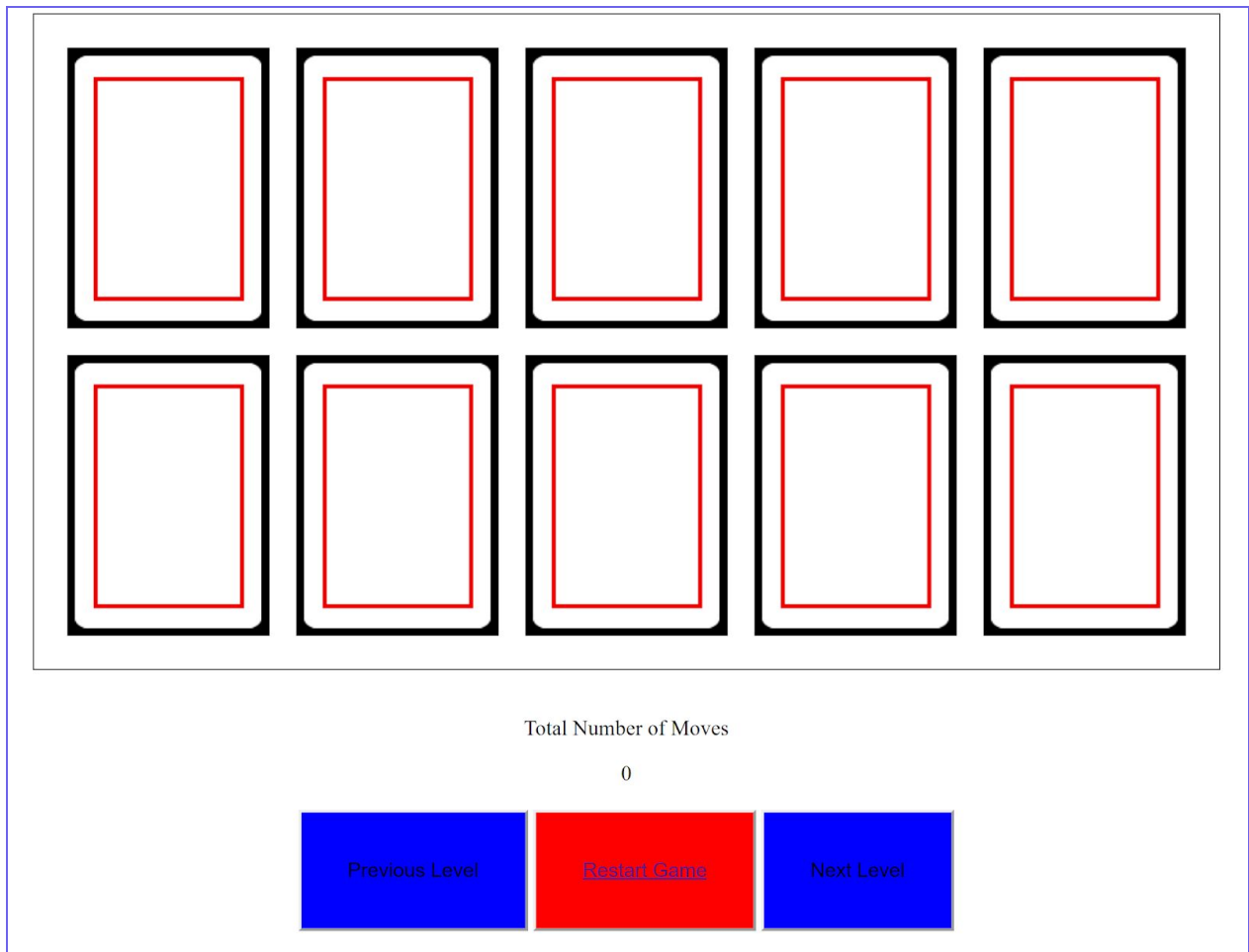
The **first level** allows for a total of four pairs of cards to be matched, with two cards allowed to be flipped over at any one time. If two cards flipped over are not a match, the cards will flip back over after two seconds. If two cards flipped over are a match, the cards will be locked in place, showing the completed match.

The **Total Number of Moves** counts the total number of moves necessary to complete the current level. The **Previous Level** button backtracks to the previous level, except for when on **Level One**. The **Restart Game** button automatically goes back to the first level and the **Next Level** button continues to the next level.



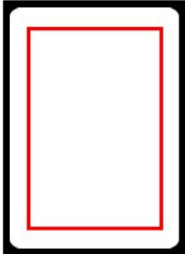

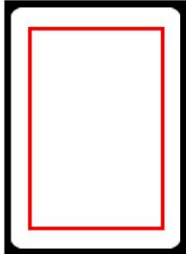
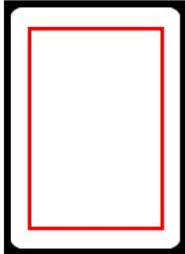
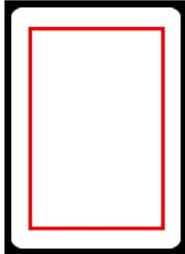
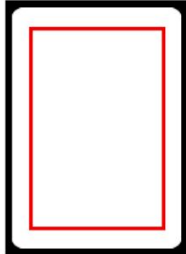

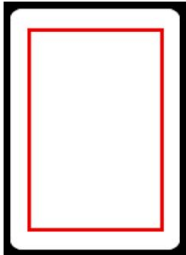
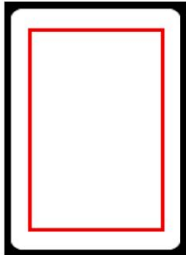
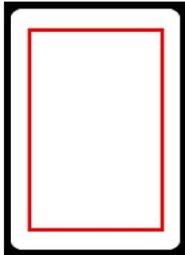
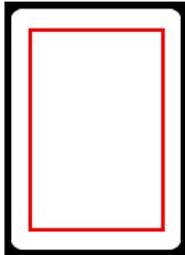
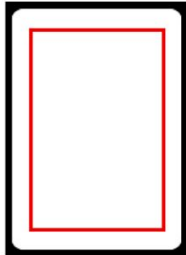
Level Two

The [second level](#) adds a pair of cards to [Level One](#), for a total of five pairs of cards to be matched, with two cards allowed to be flipped over at any one time. All buttons and attributes are the same as [Level One](#).



Level Three

The [third level](#) adds a pair of cards to [Level Two](#), for a total of six pairs of cards to be matched, with two cards allowed to be flipped over at any one time. All buttons and attributes are the same as levels prior.

Total Number of Moves

4

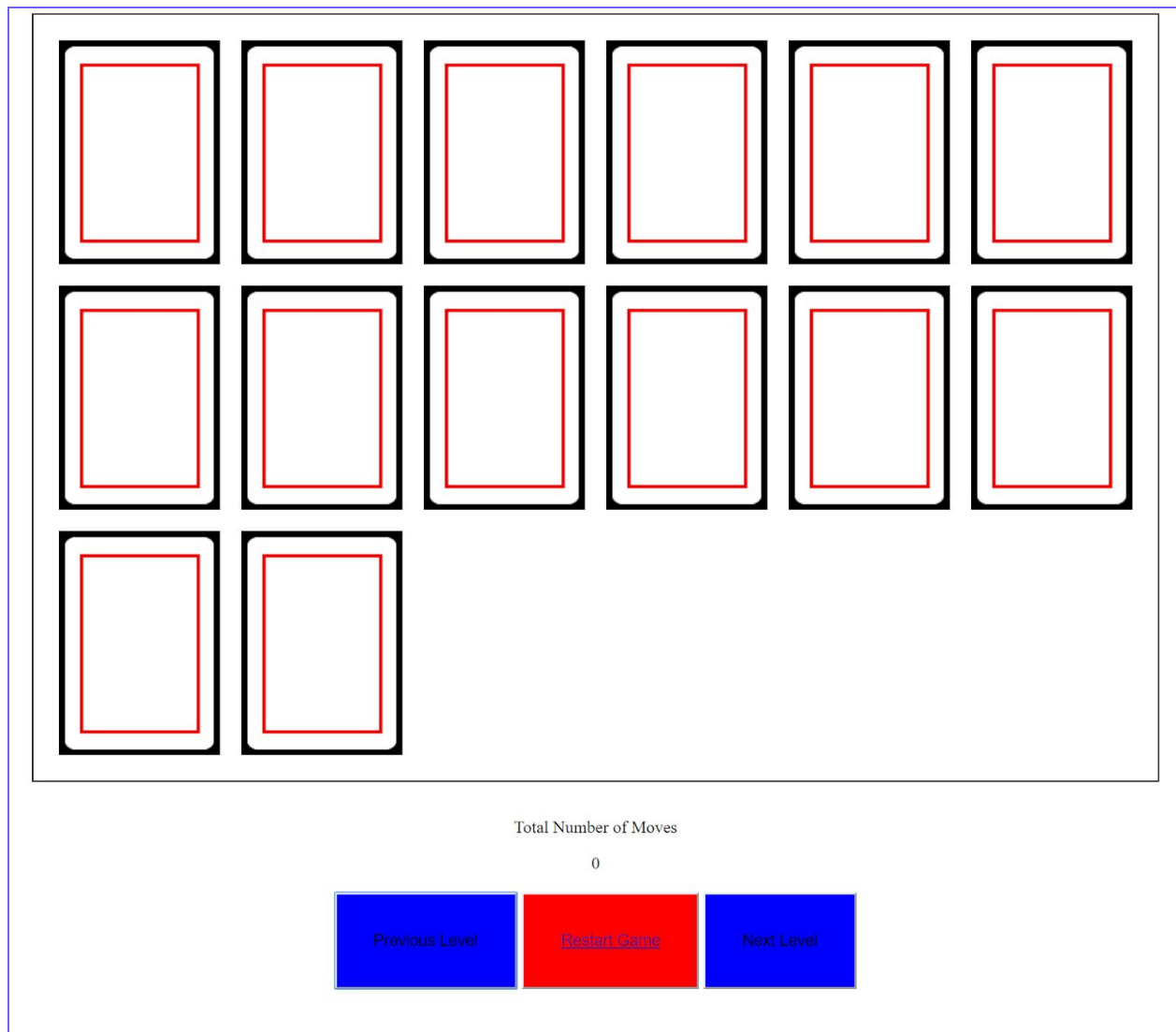
Previous Level

[Restart Game](#)

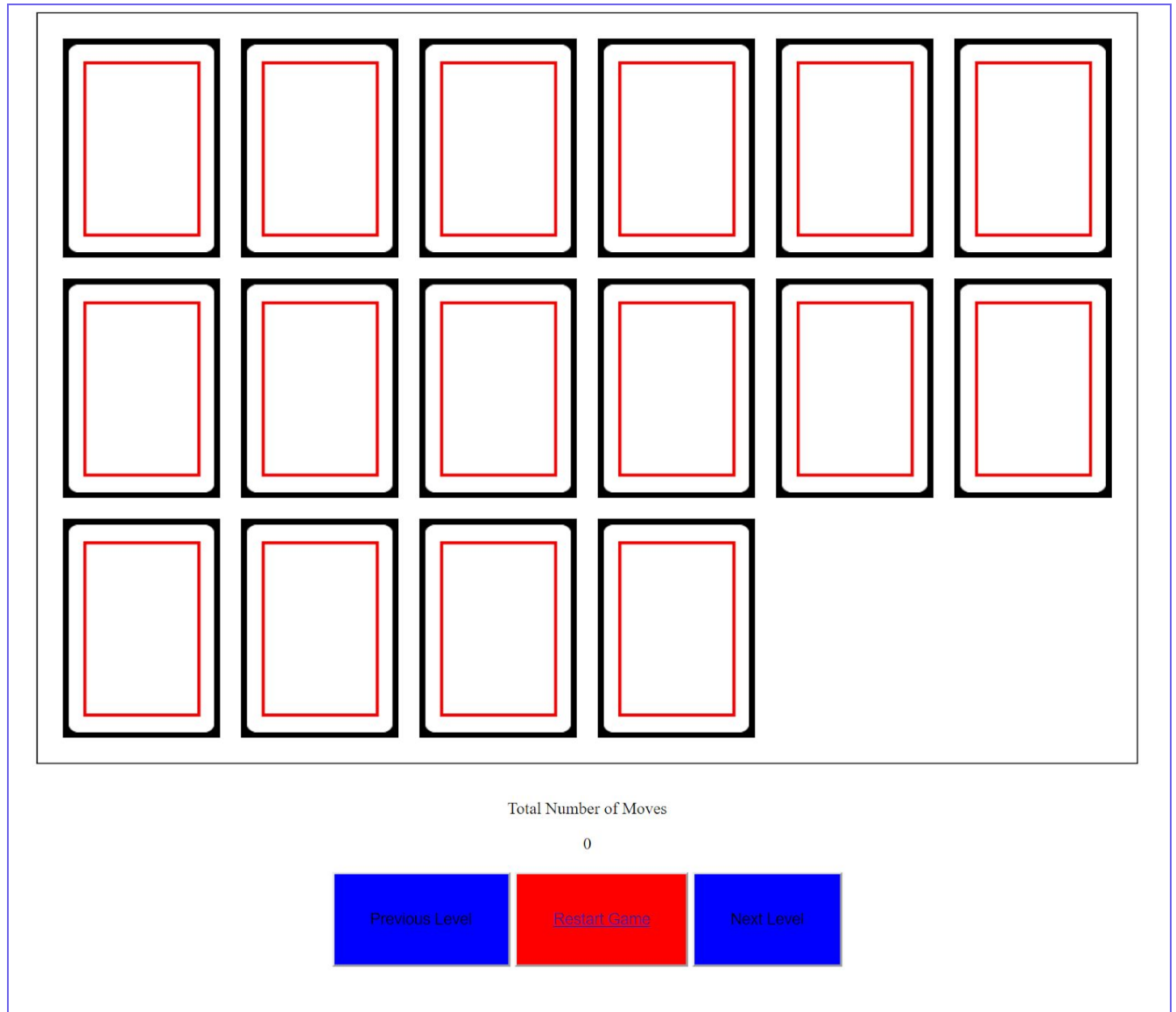
Next Level

Levels Four, Five, & Six

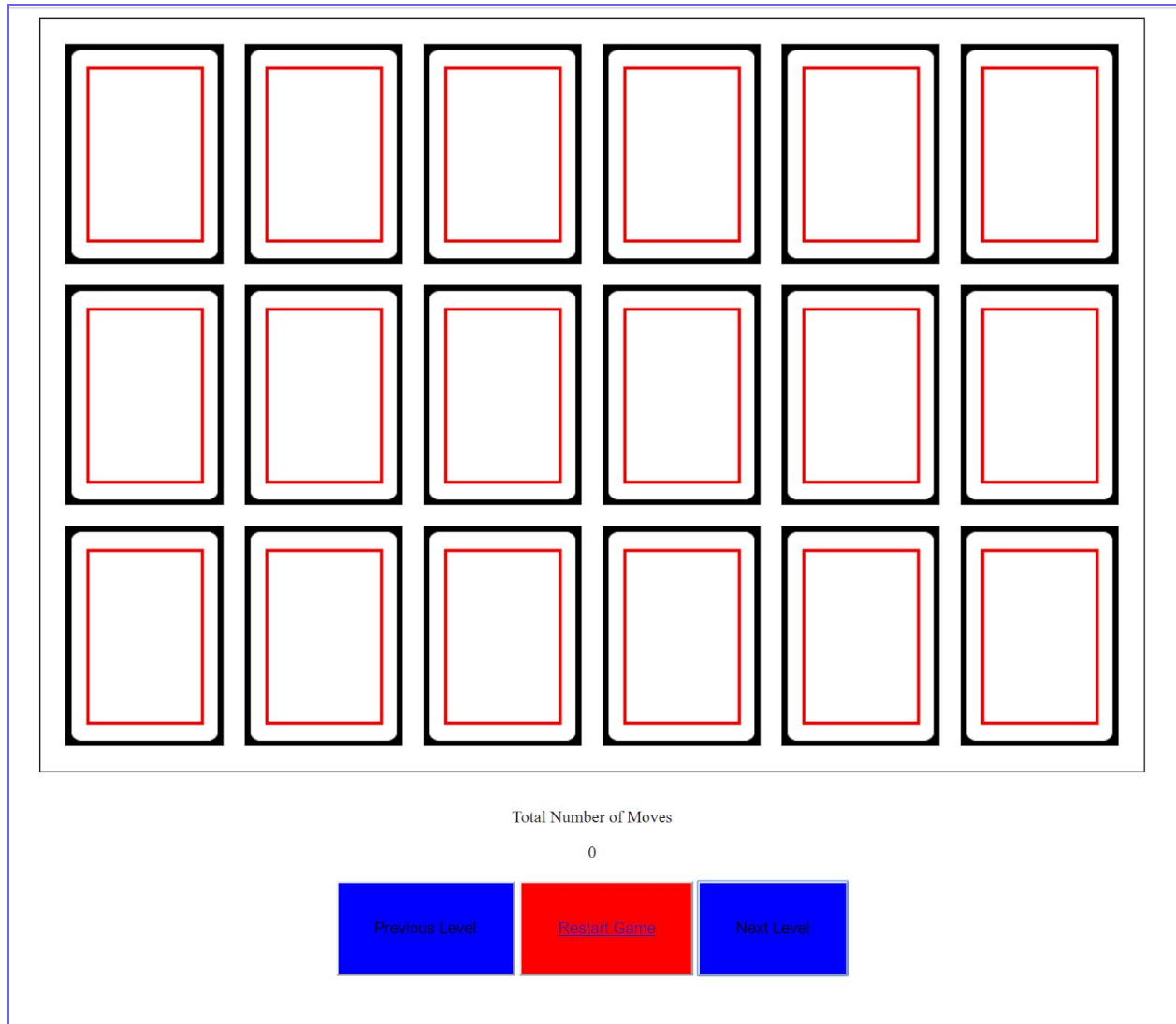
The [fourth level](#) adds a pair of cards to [Level Three](#), for a total of seven pairs of cards to be matched, with two cards allowed to be flipped over at any one time. All buttons and attributes are the same as levels prior.



The **fifth level** adds a pair of cards to **Level Four**, for a total of eight pairs of cards to be matched, with two cards allowed to be flipped over at any one time. All buttons and attributes are the same as levels prior.



The **sixth**, and final, **level** adds a pair of cards to **Level Five**, for a total of nine pairs of cards to be matched, with two cards allowed to be flipped over at any one time. All buttons and attributes are the same as levels prior.



High Scores

The **High Scores** button displays a leaderboard based on the **total number of moves** for **each level**. This leaderboard is sorted by lowest **total number of moves**.

8 cards	10 cards	12 cards	14 cards	16 cards	18 cards
12	18	20, 30	22		