

EECS 448 Team 3

LEEP2
1520 W 15th St
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Card Matching Game

May 06, 2020

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

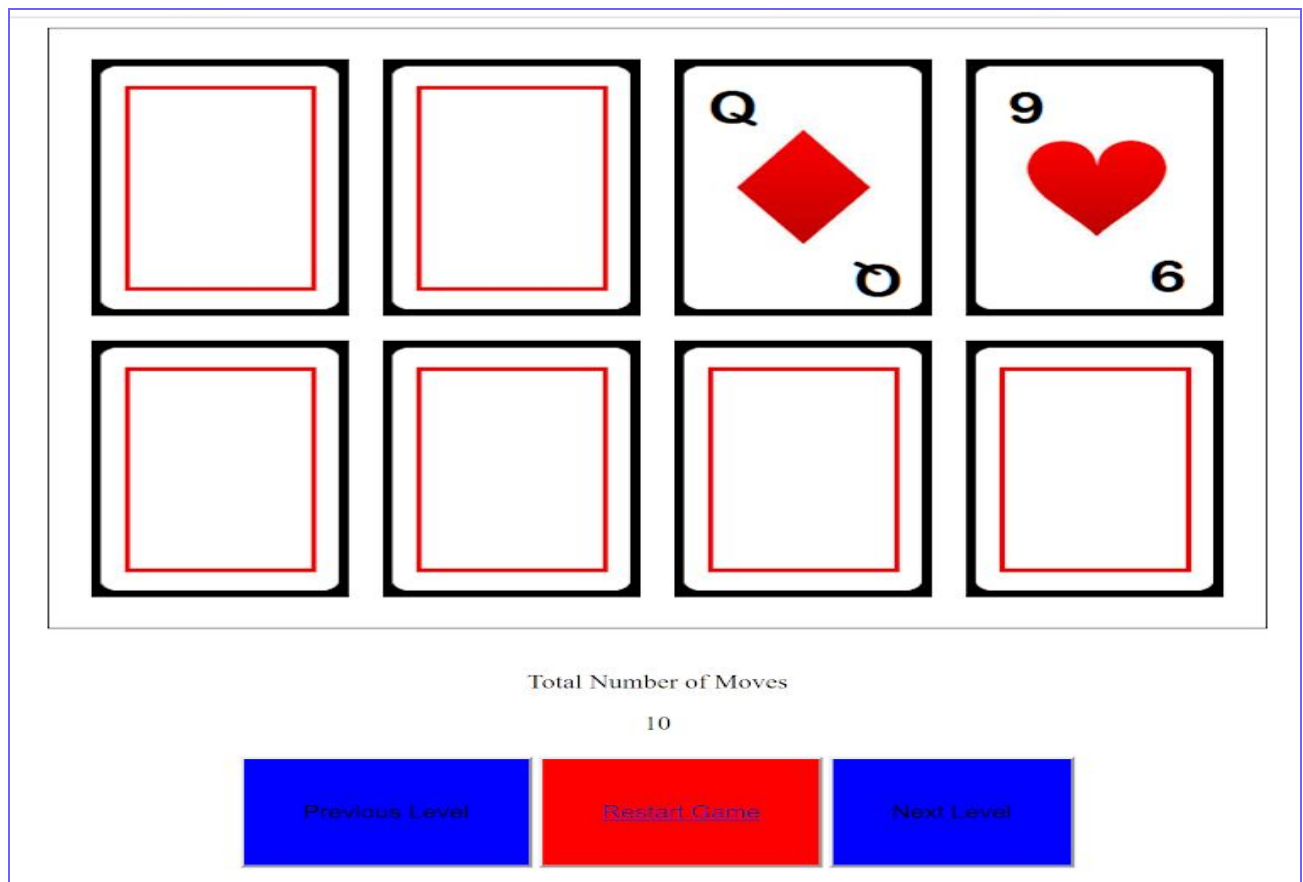
When first entering the webpage, the main page is encountered, serving as a landing page prior to beginning the game. Clicking the **Begin** button will automatically start the first level of the Card Matching Game.

Welcome to the Card
Matching Game!

Please click to begin



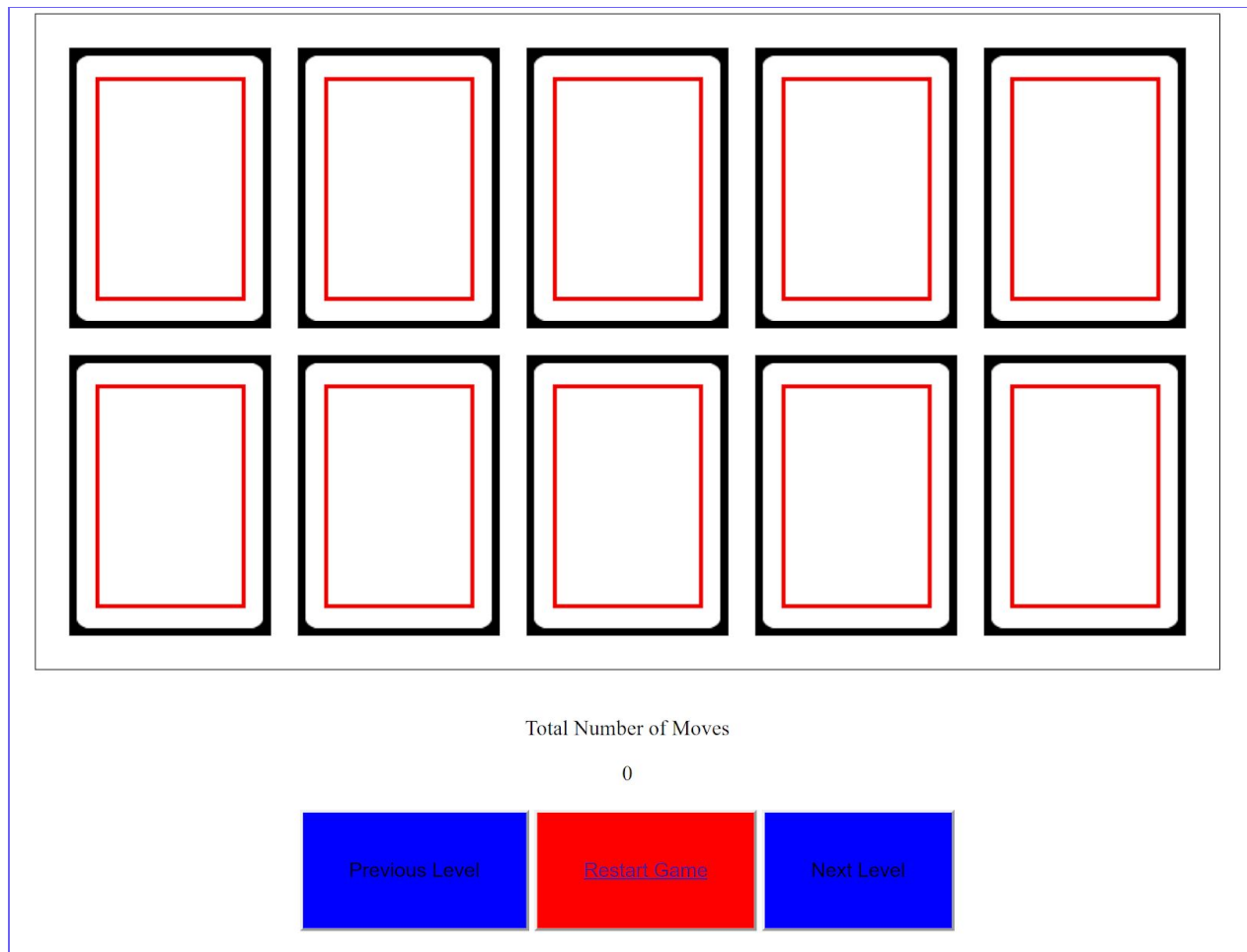
Level One



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.

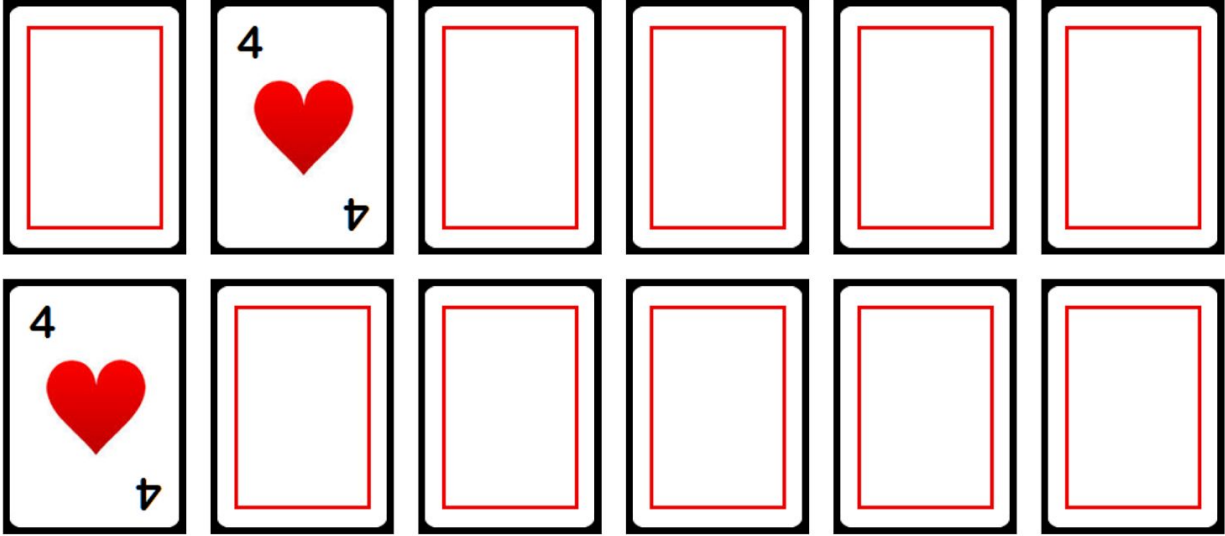
The **Total Number of Moves** counts the total number of moves necessary to complete the current level. The **Previous Level** button backtracks to the previous level, except for when on **Level One**. The **Restart Game** button automatically goes back to the first level and the **Next Level** button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



Total Number of Moves

4

Previous Level

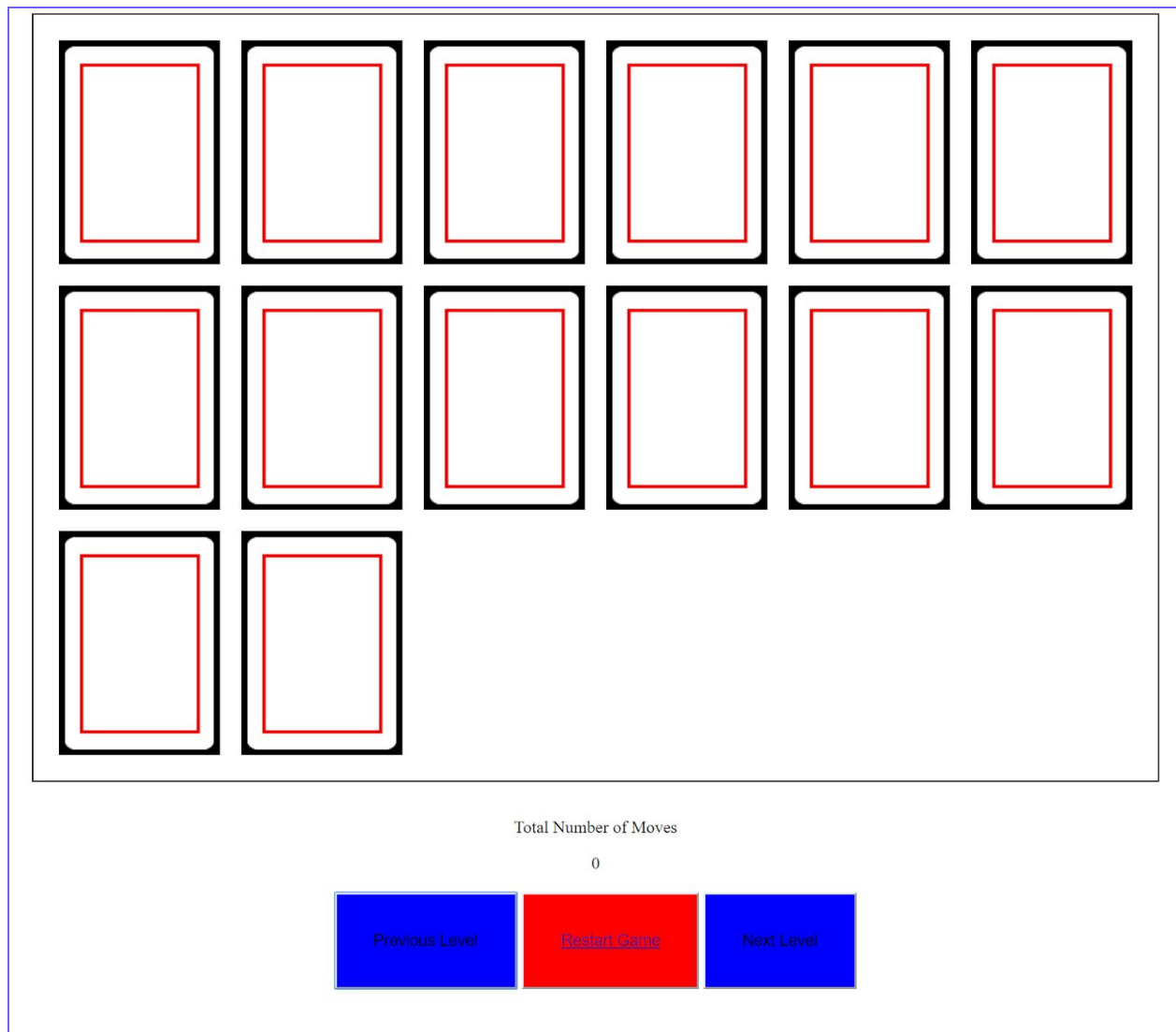
[Restart Game](#)

Next Level

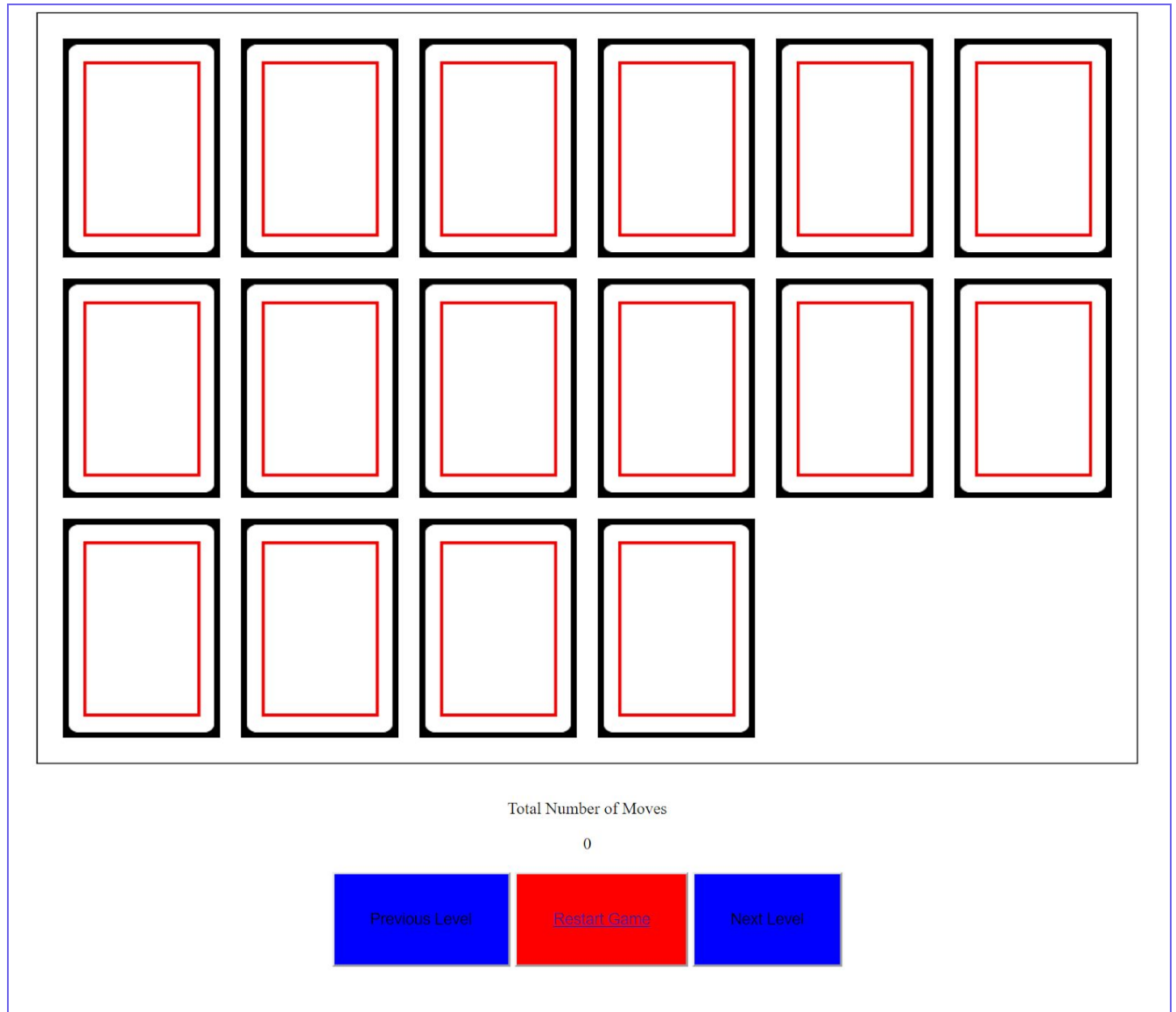
The [third level](#) adds a pair of cards to [Level Two](#), for a total of six pairs of cards to be matched, with two cards allowed to be flipped over at any one time. All buttons and attributes are the same as levels prior.

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.

