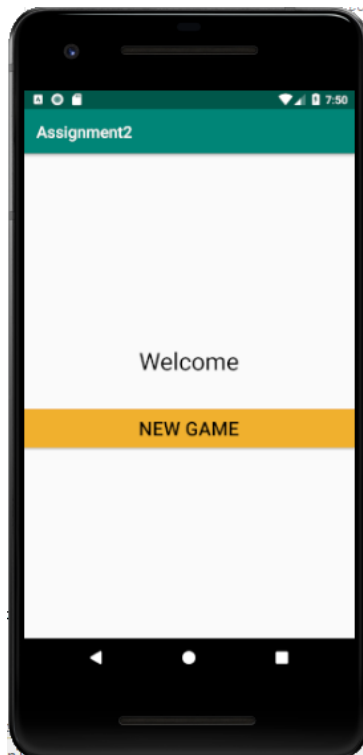


UI Design

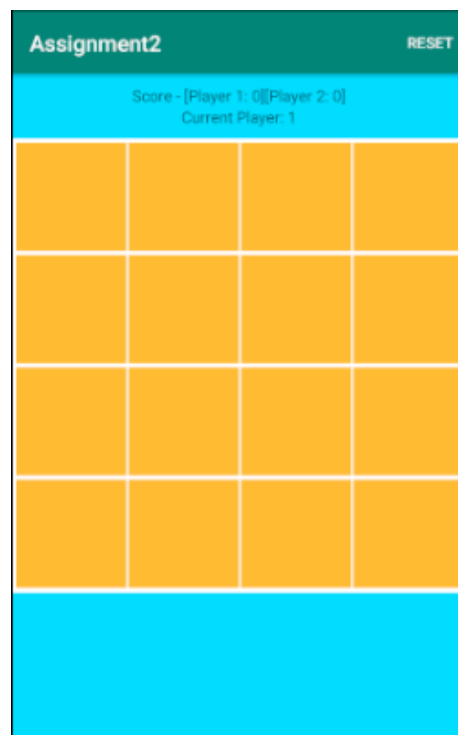
As per assignment 1, I offer a welcome Page to the games as most android games choose this layout. I noted that generally a game never starts as soon as you open it.

The scoreboard and the current player is set on the top of the board. To placed it on the top of the screen it is comfortable to look at the score and play at the same time.

The reset button is on the action bar in order that the player do not pressed it by mistake



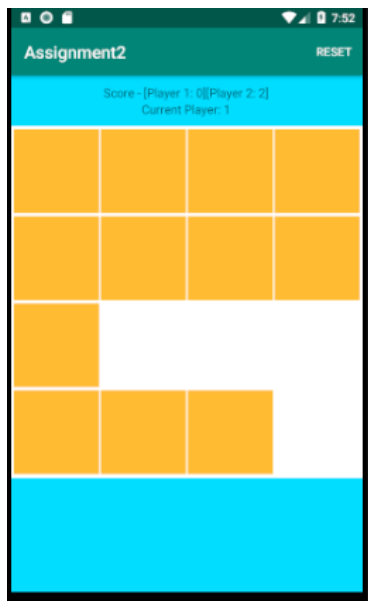
1) Home Page



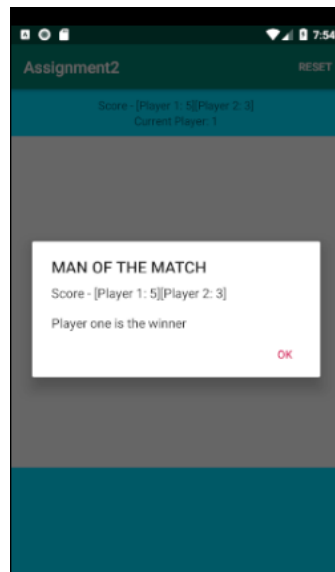
2) At the start of the game

Reset button in action bar

As the card are paired, they are removed of the chessboard. The winner is declared as man of the match by an alert dialogue. The game will detect as well if the game is a draw.



3) Paired cards are removed



4) Winner is announced.

