HulalAlalahanin!

Subukin ang memorya!

a flutter memory game

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THEME AND FILIPINO ELEMENTS

We chose Filipino theme for our game to celebrate and promote Filipino culture, traditions, and identity in a fun and interactive way. Many Filipinos grew up hearing stories about mythical creatures like the Aswang and Tikbalang, making them an essential part of our folklore. Including these creatures not only adds excitement but also helps preserve and introduce these legends to newer generations. Additionally, food plays a vital role in Filipino culture, so incorporating popular street foods and meals creates a sense of familiarity and nostalgia. We also integrated Filipino memes to add humor and relatability, making the game more engaging, especially for younger players. The combination of these elements makes our game a unique and enjoyable experience that strengthens cultural appreciation while providing a fun and challenging memory game.

Project Report: Filipino-Themed Memory Game

1. Introduction

Our game is a Filipino-themed memory game that integrates mythical creatures from Filipino folklore, traditional street foods, full meals, and popular Filipino memes. The goal is to provide an entertaining and culturally rich experience while enhancing players' memory skills.

2. Game Design

The game follows a classic memory card-matching mechanic, where players flip two cards at a time to find matching pairs. The cards feature Filipino elements, making the gameplay engaging and relatable. It includes a timer that counts up to track completion time and a remaining matches counter to display progress. To make it even more fun, we added background music and sound effects that can be turned on or off based on player preference. Additionally, we included a quit button for players who want to exit the game. The

overall design aims to create a simple yet enjoyable experience that highlights Filipino culture in a fun and interactive way.

3. Development Process

We started by researching Filipino folklore, cuisine, and memes to ensure authenticity in our content. After defining the game mechanics and UI layout, we created wireframes and designed custom card images to reflect Filipino culture. For development, we used Flutter to make the game playable on different devices, implementing features like shuffling cards, tracking matched pairs, and adding a count-up timer to measure how fast players complete the game. We also included an audio toggle for background music and sound effects, ensuring players have control over their experience. Additionally, we added quit buttons to give players more control over their gameplay. The game underwent testing and debugging to fix any issues with UI responsiveness, animations, and game logic before finalizing the build.

4. Technical Decisions

We chose Flutter for its cross-platform capabilities and Dart as the primary programming language. To handle state updates efficiently, we used setState, and for the game's sound, we integrated the audioplayers package. The assets were custom-made to capture a uniquely Filipino visual style, making the game visually appealing and culturally relevant.

MECHANICS OF THE GAME

1. Setup

A grid of face-down cards with matching pairs.
A timer starts at 0 and counts up until the game is completed.
A remaining match counter shows how many pairs are left.

2. Game Flow

A. Turn System

The player flips two cards per turn.

If they match, the cards stay face-up, and the remaining matches counter decreases.

If they don't match, the cards flip back down.

B. Timer System

The timer starts at 0 and increases every second.

It stops when the player finds all matches.

The final time is recorded as the player's completion time.

Screens