Card Match v1.0

User Manual

About Game :

Card Match is a memory card game where you have to match two pairs of play cards as quickly as possible, to pass each level. It seems super-simple to play but actually requires sharp visual-memory skills.

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Aim : To Score maximum in least number of attempts.

Working

The player will start the game by clicking on "Start Game" on the first game screen. When the game first starts, all cards are placed in a grid in a random order. Placing the card is done such that they are in facedown position.

After all the initialization the game begins. User can click on the unmatched cards and flip it up. This card remains in the flipped up position till the user selects the second card. Now, if these cards are matched then they remain face up else both of these cards flip down. With every correct match the score is incremented by 10, while for every wrong guess the user is charged with a penalty of -3.

User needs to get all the cards turned over in order to get to the next level. Once a level is cleared the user is presented with a new grid of cards. This new grid will be of larger size than the previous one and initial time for which the cards are shown is also decremented.

The program will also display the best score and display it on the screen as the "Best Score". Whenever the best score is beat, the new score becomes the best score at the end of level.

Getting familiar with the Interface and How to Play
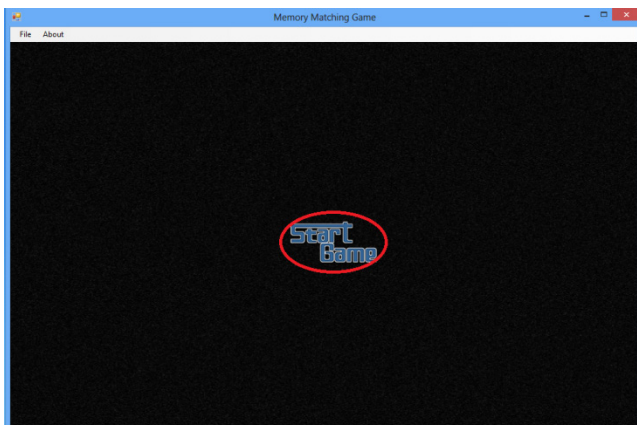

Fig 1 : This is the start screen. Click on circled area to start
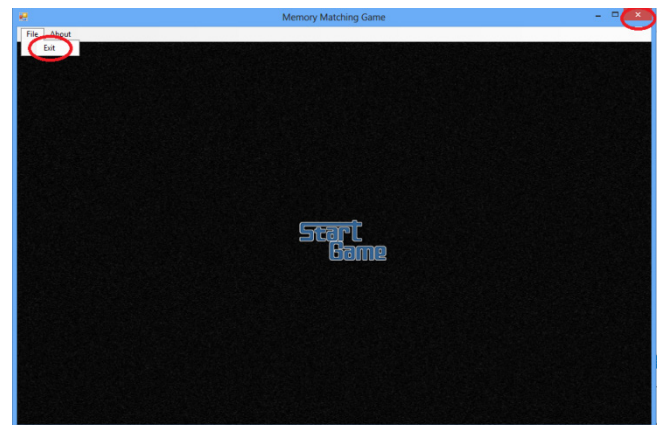

Fig 2 : Exit Options. Click on circled areas to quit
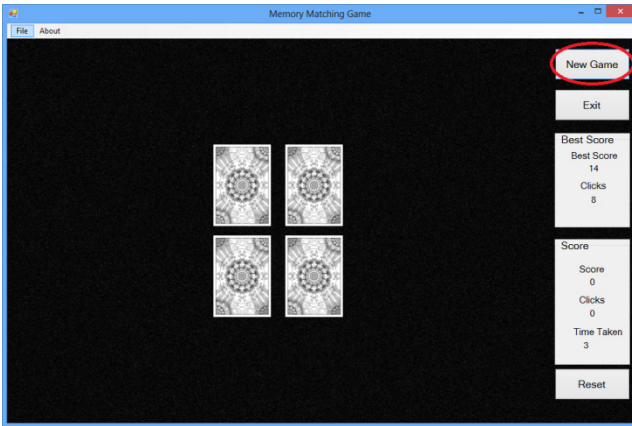
the game.

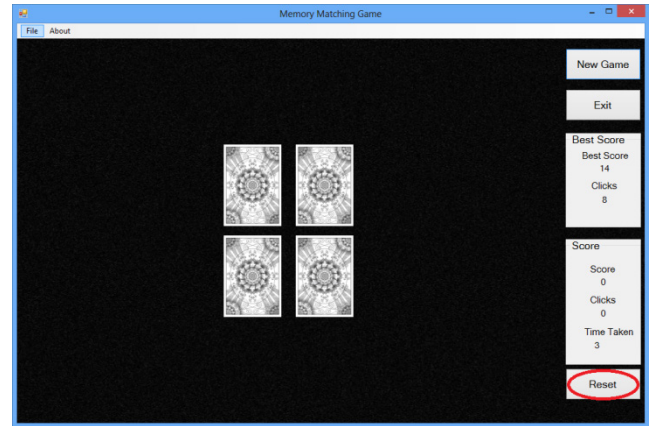Fig 3. Click on circled area to restart the game.

Fig 4. Click on circled area to reset the level.
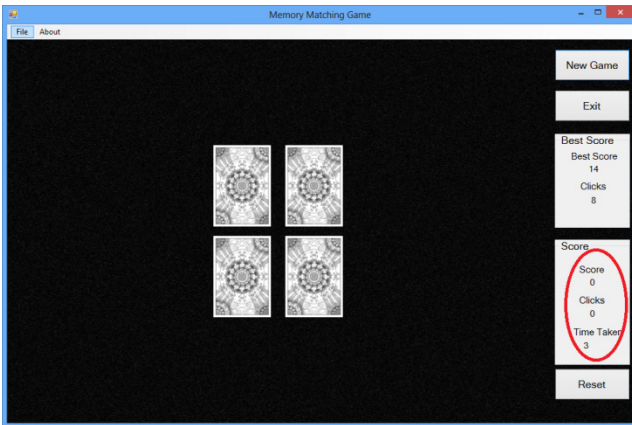

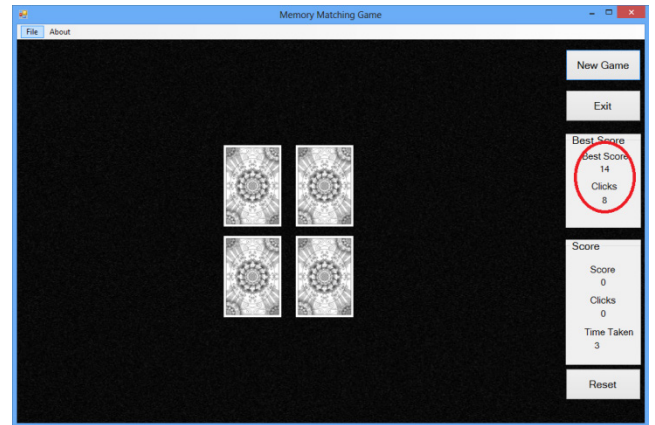Fig 5. Circled area displays the current score, number of clicks and the time taken.

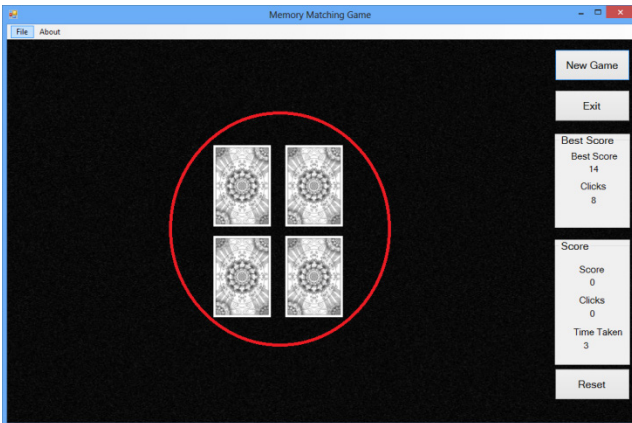Fig 6. Circled area displays the best score made till know.

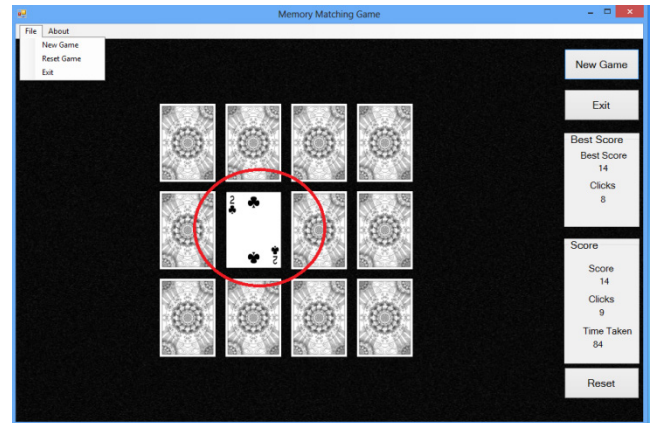Fig 6. Click on one of the cards in circled area to flip them over.

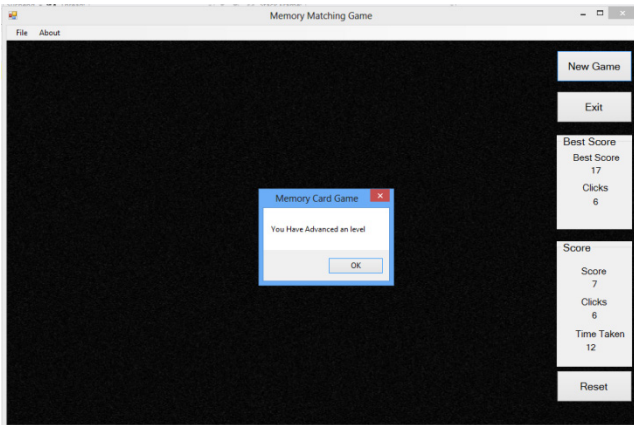Fig 7. Flipped Card when that particular card was clicked.

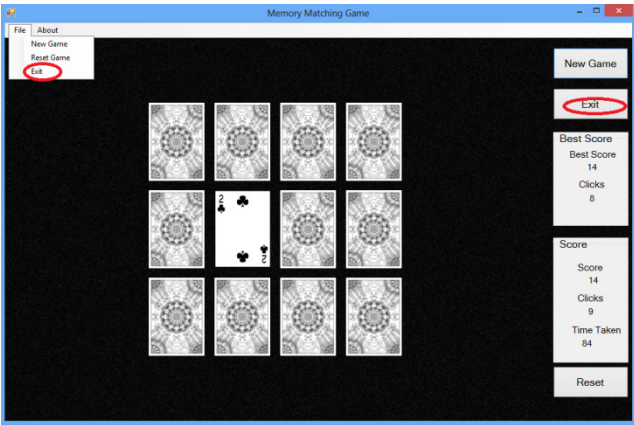Fig 8. When All the cards are flipped such that consecutive. cards matches then the user advances to next level.
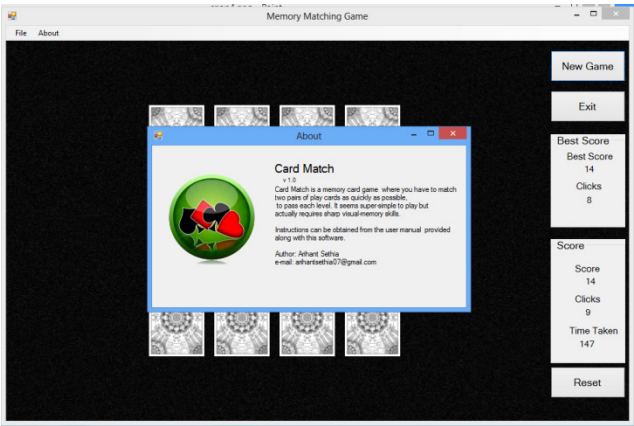

Fig 9. Exit Options

Fig 10. About Window.