CMPE 114/115

Fundamentals of Programming II

Section 05

**Memory Card Game – Flipping Tiles**

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Introduction

Our game is memory card game. Memory games are games that require players to couple similar components. Participants need to find a match for a word, picture or whatever cards contain. It is a card game and we convert it to an local game. First of all players will open the card randomly and all of them will close. Players will try to remember the similarity between the cards and match them in a restricted time. When they choose the wrong one, system will warn them with a voice which is specialized for wrong choises. There won’t be hints for helping. Players can find their questions’ answers at the help desk of the game. When they click to the FAQ button, they can see the “Frequently Asked Questions”. Memory games have benefits on people health like devoloping critical thinking, providing exercises for brain, visual recognization, helping for the long term memory ... etc. Our target audience is people who want to practice memory. Fast playability makes the game stand out, people can play the game whenever they want because the time will change with the card number choice. Players can choose card number and with this they can set the time. This game is played with the computer so gamers can’t match with a partner. Rivalry is to computer. Sound effects, timer, score tracker and cards will be available in the game. Project will contain graphical interface and its comments in itself.

Description

The “Memory Card Game” is a game which played with the set of cards.This game improves brain functions, such as attention,concentration,and focus.At the same time it helps people to critical thinking. The basic logic of the game is: Cards have a picture on one side and each picture appears on two cards.At the beginning of the game , all cards stay face down and then player turn over two cards .If the cards have the same picture,then they take the cards and win point. Otherwise cards turn face down again.

Player is able to choose the number of cards before start (like 3x3,5x5 etc.).There is a limited time in the game to increase the level of hardness.Time limit will change up to the number of cards that player choosed and it will start to run when player clicked on “ Start The Game” button.Players have to plan their moves wisely for not wasting time.

There is a screen which shows the point that player collected during the game by openning the cards which have the same picture on it. Player do not lose any point by openning the unmatched cards.

There are some sound effects and these effects will keep the player awake and motivated.Player will hear a positive and encouraging sound when player opens the true cards, and will hear a kinda more negative sound if player opens the wrong cards.

Functionality

Workload Division

Conclusion