CMPE 114/115

Fundamentals of Programming II

Section 05

**Memory Card Game – Flipping Tiles**

Authors:

Ahmad Fardous Azimi – (99825537334)

Ceren Duru Kızılırmak

Zeynep Çetin

**Table of Contents**

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.

Functionality

Workload Division

Conclusion