

# CIS 651: Mobile Application Programming

## Project 1

In this project, you are going to implement a simple memory game, flipping cards, that includes three activities. The application requirements are given as a sequence of steps as follows:

1. When the application is started, it asks user to choose a difficulty level between easy, medium, and difficult and presents the next activity to the user.
2. Depending on the user's selection, this activity shows a 2x2, 4x4 or 6x6 grid of cards to the user. All cards must initially be closed.
3. The user clicks on a card. The cards face is shown and if it is the same as the previous card, these two cards are removed from the grid. Otherwise, they get closed again.
4. The game continues until all cards are opened.
5. When the game is over, the user sees their score as the total number of clicks they performed to open all cards on a new activity.

### Notes:

- Due Date: Before the week 3 live session.
- Your submission should include one zip archive that includes your project folder and a short (max three minutes) screen recording of your working app. Required SDKs are 29 and up for compileSdkVersion and minSdkVersion of at least 19. Required testing device: Google Nexus 5 - 5.1.0 - API 22 - 1080 X 1920.