



Master Your Memory - User Manual

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Installation:

Run the provided apk file of this game in your android mobile.

In detail video about how to play this game is on

https://www.youtube.com/watch?v=CdRii5_L_vU

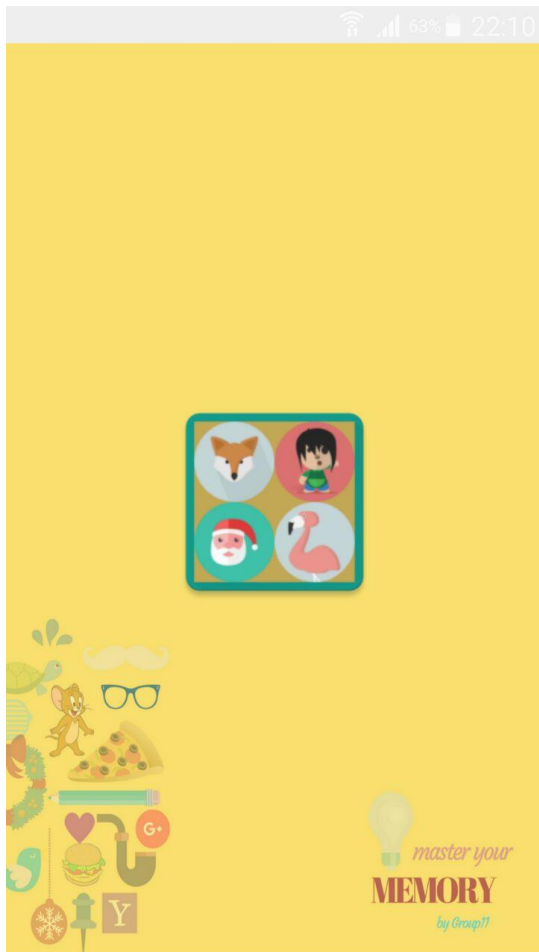
User Interface:

1. When user first opens the app, a splash screen is displayed after that **Login** screen will be displayed
2. User can register the email address by selecting Register New User from Login screen which will redirect to **Register** Screen
3. User can know game rules and also how to play before registering to app by selecting how to play on Login screen which will redirect it to **Help** screen
4. **Forgot password** link is also available to recover password.
5. After successful login, a **Home** screen is displayed
 - a. Select Category
Animals, Birds, Logos, Christmas, Food, Cartoon.
User Selects on category after that **Level Dialog** Prompt appear to select difficulty level. After that it will redirect to **Game** Screen.
 - b. Application Top Score
User can know application top score.
Highest level of game shows for all 3 categories.
 - c. User Score
User's highest score appear for all 3 categories.
 - d. Settings
User can change the settings of application. E.g. Edit Profile, Sound, Language
 - e. Help
User can learn how to play and game rules.
6. Clicking **Setting** user can select language from English, Spanish and Chinese. User can set background sound on/off.
7. Clicking **Help** user can watch video of how to play game and read rules.

USER INTERFACE SCREENS:

Screen 1: Splash Screen:

- This is the splash screen that will be displayed when the app is started. Based on the login identity two operations are possible after the screen is displayed
 1. If a user has previously logged in, it will directly display the Home
 2. Else it will display the login page

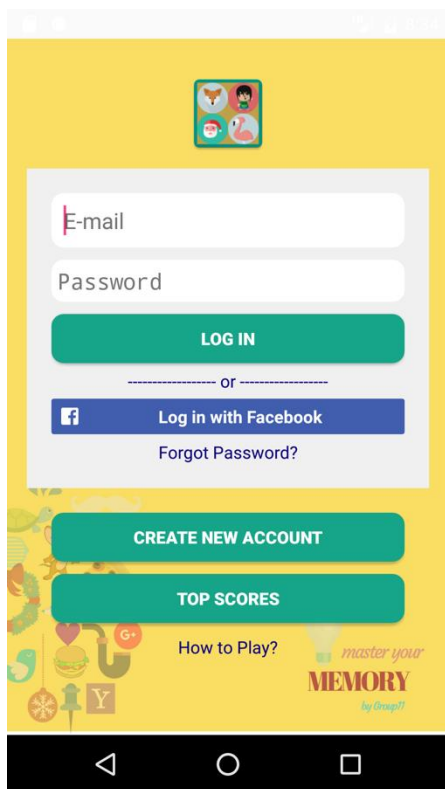


Screen 2: Login Screen:

- Existing user will get an option to login the game.
- User can also register with there google account.
- For New user, there will be an option to register to the game.
- User will have an option to see the top score.

Transition:

- a. Login button click → This event will take existing user to the home screen.
- b. Facebook Login click →
- c. Register Button click → This event will take the new user to the registration page.
- d. Top score Button click → This event will show the overall top scorer's screen.
- e. Forgot password link → This will redirect user to the forgot password screen.

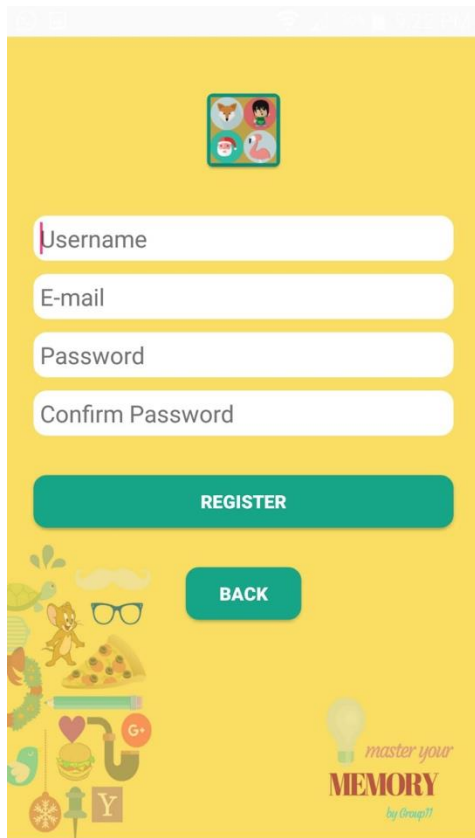


Screen 3: Registration Screen:

- Here new user can register with his/her details.

Transition:

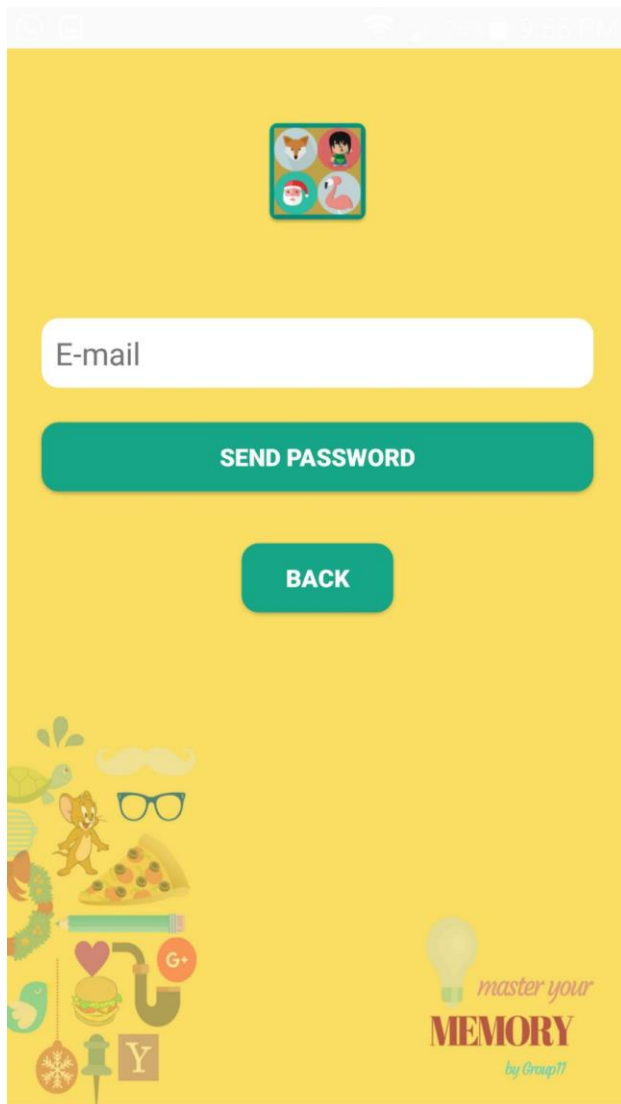
- a. Register button click → This event will take user to the login screen to do login.
- b. Back button click → This event will take user to the login screen.



The image shows a registration screen with a yellow background. At the top, there is a small square icon containing four circular portraits of different people. Below this, there are four white input fields with rounded corners, each containing a placeholder label: 'Username', 'E-mail', 'Password', and 'Confirm Password'. Under the input fields is a large green button with the word 'REGISTER' in white capital letters. To the left of the 'REGISTER' button is a vertical strip of colorful, whimsical icons including a bird, a mustache, glasses, a pizza, a heart, a burger, a snowflake, and a letter 'Y'. To the right of this strip is a smaller green button with the word 'BACK' in white capital letters. In the bottom right corner, there is a logo featuring a lightbulb and the text 'master your MEMORY by Group11'.

Screen 4: Forgot Password Screen:

User can enter registered email id and password will send to given email.

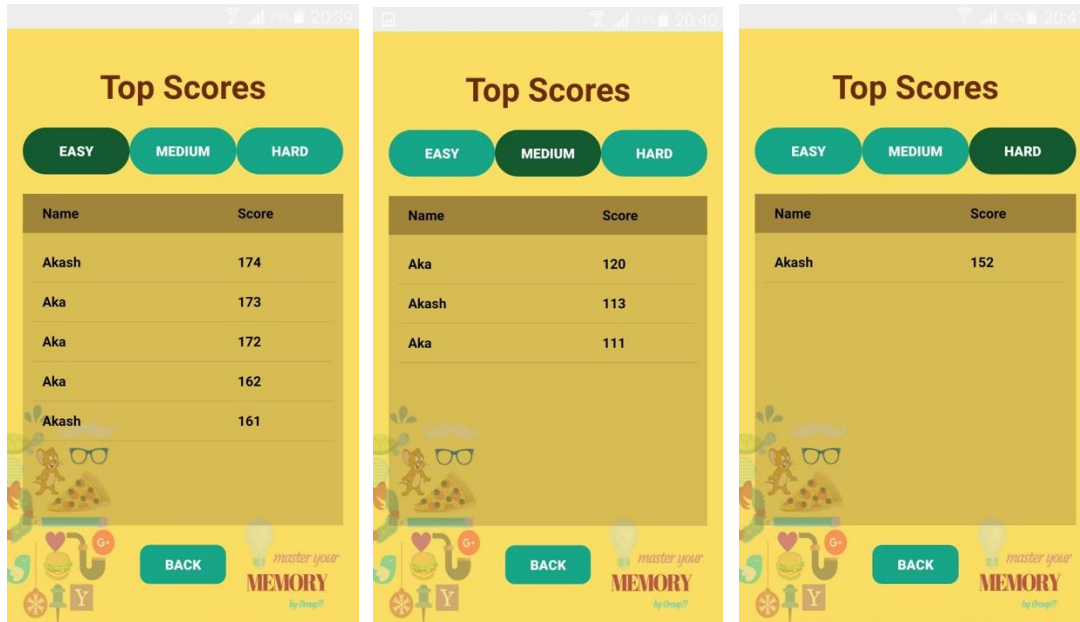


Screen 5: Top Score Screen:

- Here user can view details of top scorers based on levels.

Transition:

- a. Back button click --→ This event will take user to the login screen.

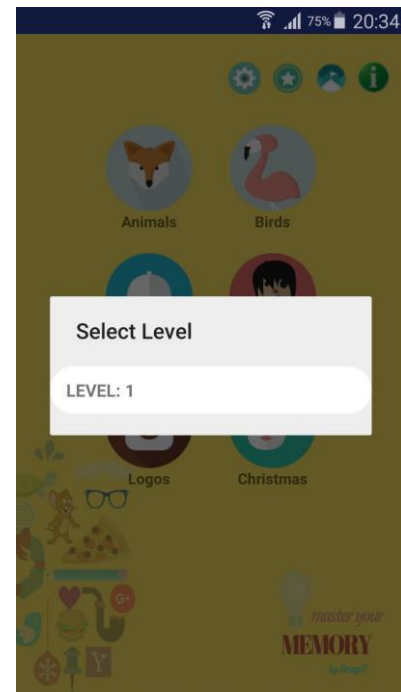
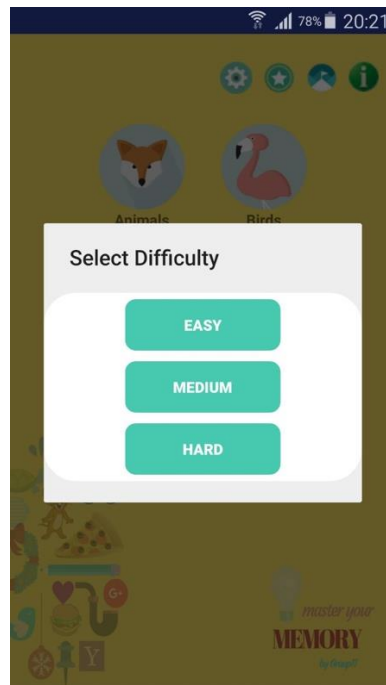
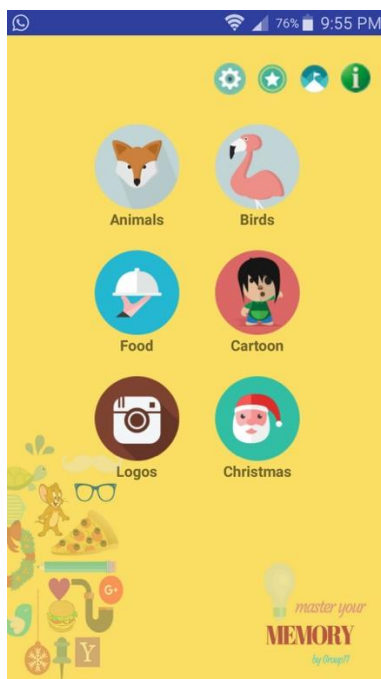


Screen 6: Home Screen:

- Here user can select the game preferences like category and game level.
- The category selection options will give user options like animals, Ice cream logos, etc.
- According to selected category grid background of game will change. i.e. if user has selected animals as category background will change with some background containing animal images.
- There will be different levels like Easy, Normal, Hard and user can select any one option to play with. This option will only be available after category selection.
- Prompt menu appear to select level of difficulty.
- User can see his/her scores by clicking score event.

Transition:

- a. Select on category → This event open Level selection Prompt.
- b. Score Button click → This event will show user current scores based on level.
- c. Level Selection Dialog Prompt → Here user can select different levels from prompt.
- d. Help Button click → This event will show user the game rules.
- e. Setting Button Click → This will open setting dialog prompt.

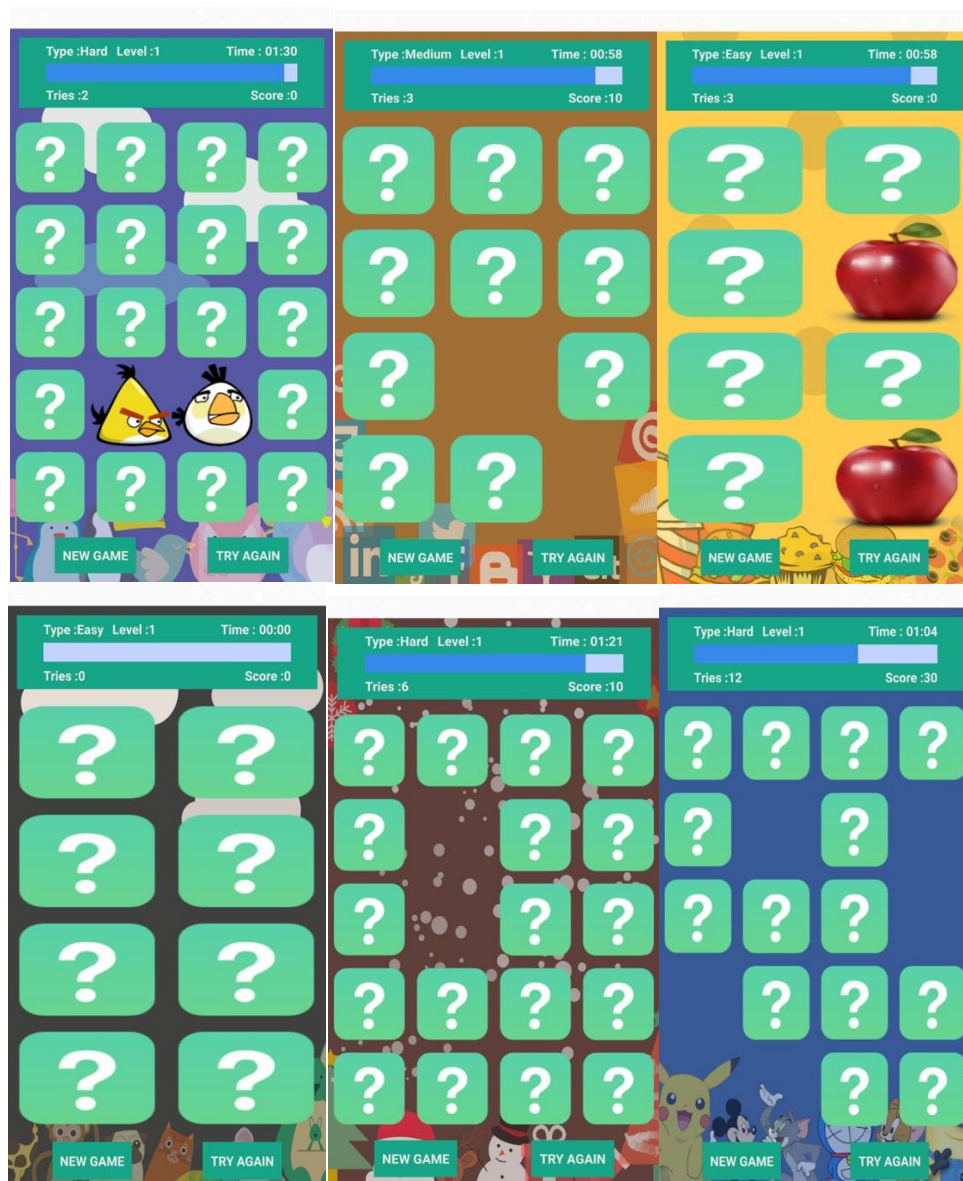


Screen 7: Main Game Screen:

- Here logged in user will play the game based on selected levels and categories from home screen.
- Progress bar will show the remaining time.
- User need to complete the game within given time period. Score will be calculated based on correct selection of grid and time elapsed by user.
- Following diagrams shows the flow of game. If images pair matches that will disappear from the grid.

Transition:

- Try again button click → This event will start the current game again.
- New game Button click → This event will take user to home screen.

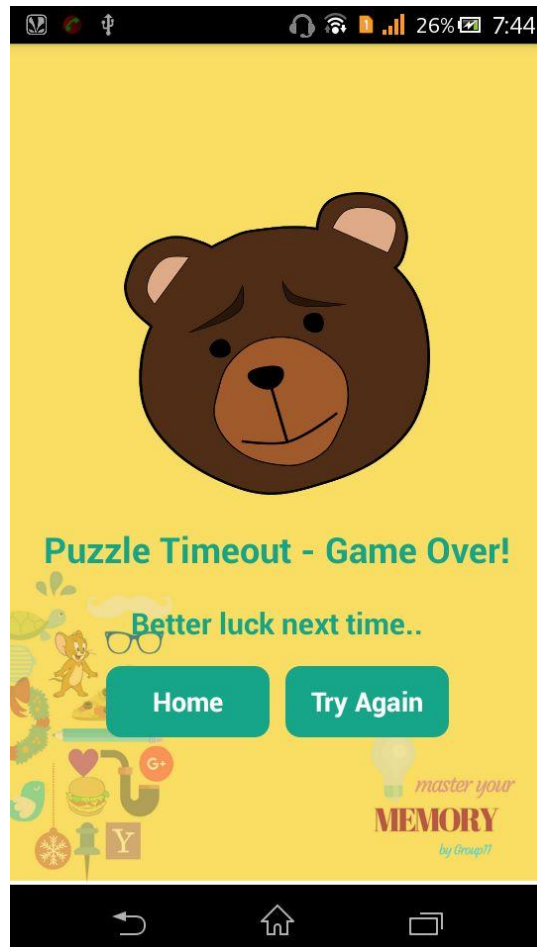
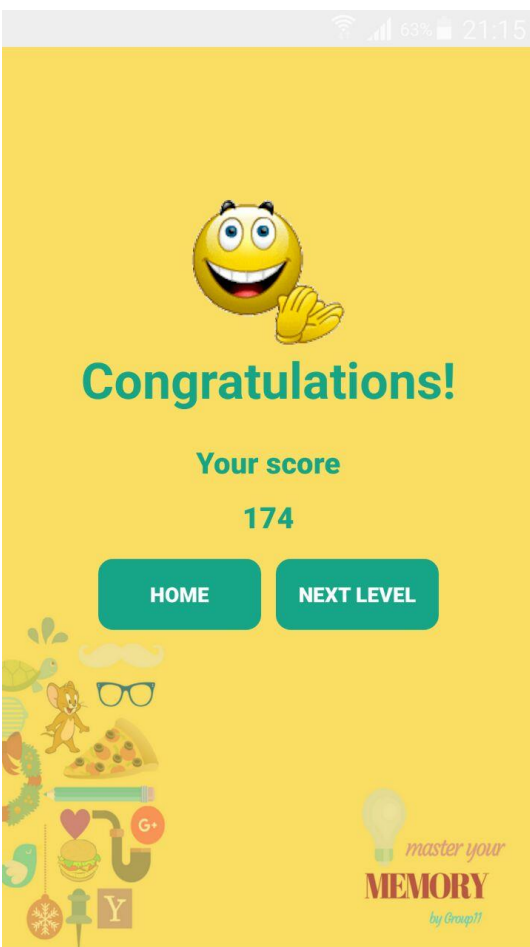


Screen 8: End Game Screen:

- Here user can see his/her score details after the game is completed.
- If user failed to complete within time then Game over screen will be shown.

Transition:

- a. Home button click → This event will take user to home screen and will save his/her score in personal profile
- b. Try again button click → This event will start game with same level.
- c. Next Level button click → This event will start game with same level.

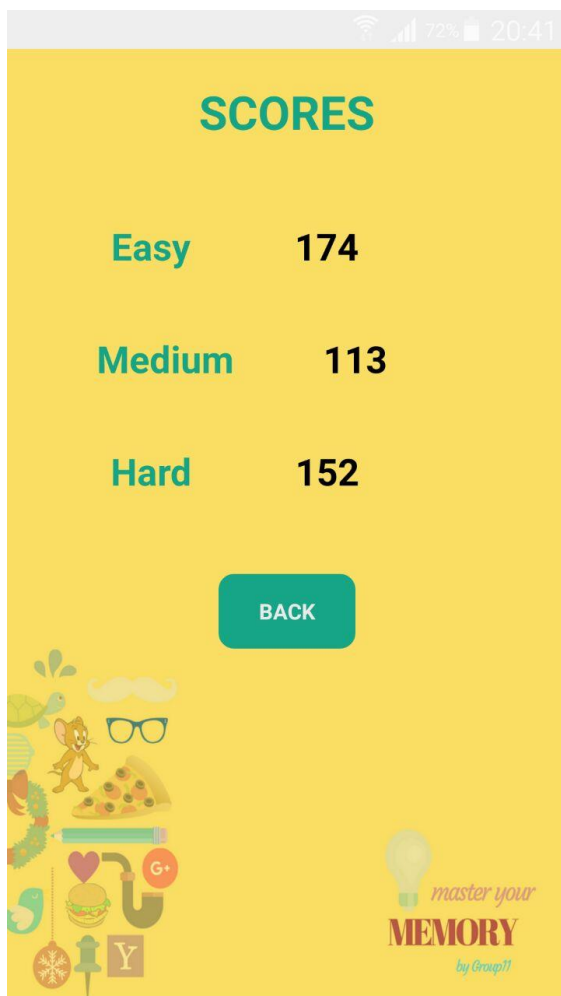


Screen 9: My Score Screen:

- Here logged in user can view his/her scores based on level played by him/her.

Transition:


- a. Back button click → This event will take user to the home screen.



Screen 10: Edit Profile Screen:

- User can edit Name, Email address and Password.

MY APP Settings





My Profile


NAME : bij

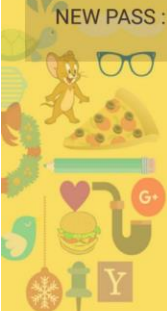
EMAIL : patelvicky812@gmail.com


Edit Profile


NEW NAME : 

NEW EMAIL : 

NEW PASS : 

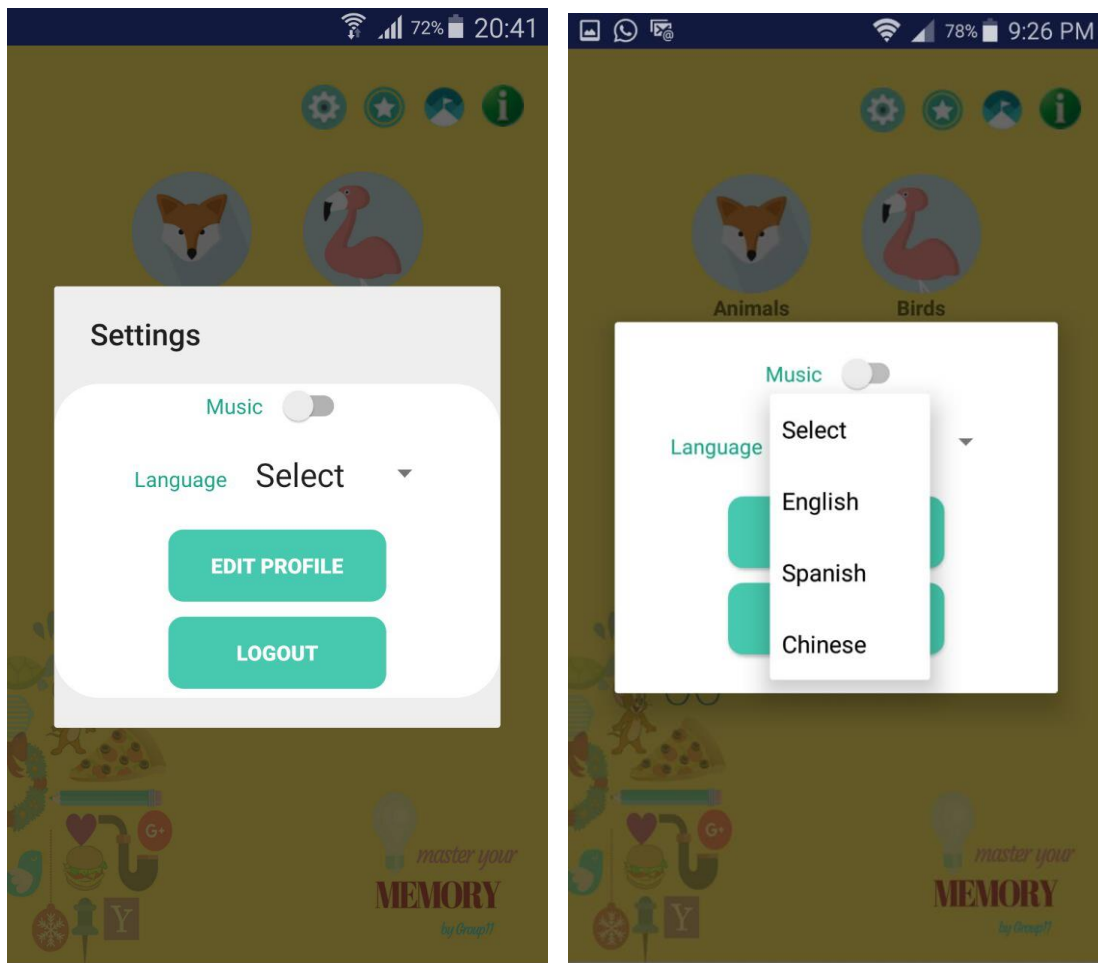




 *master your*
MEMORY
by Group?

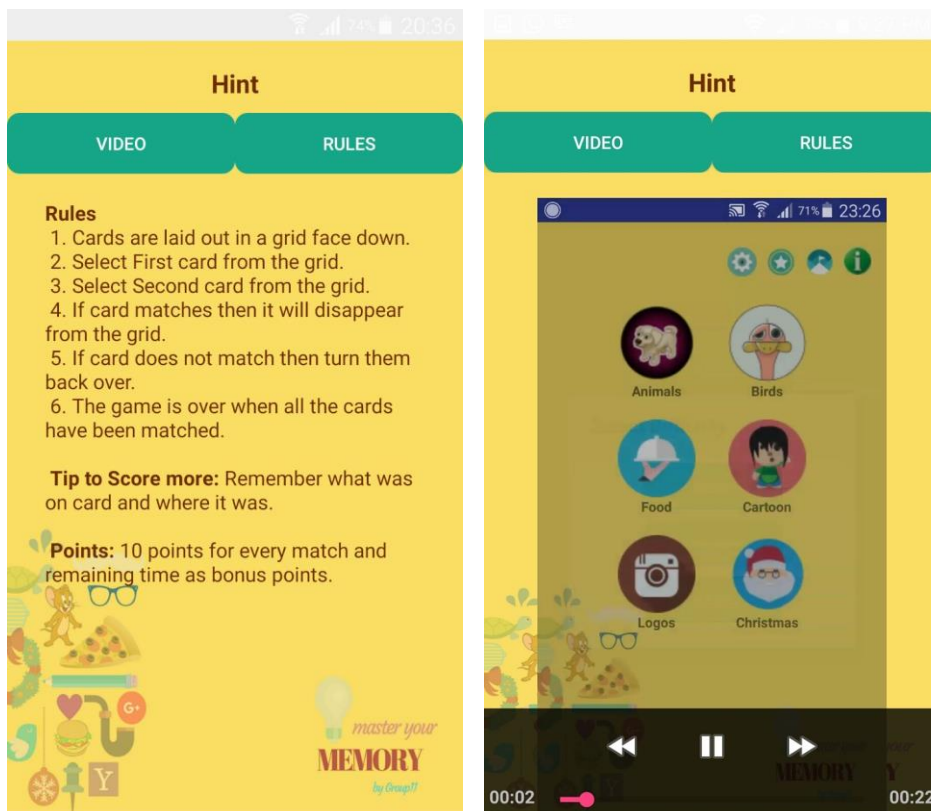
Screen 11: Setting Prompt Screen:

- User can on/off background sound.
- User can select language
- By Click log out It will logout user.



Screen 12: Help Screen:

- There will be two options. Rules (default) and Video.
- Rules -> It will display how to play and tip to score more
- Video -> It will show video



Transition Flow of Screens:



