Game: Memory

Version: 3

Description

When the game is started, a 500px by 400px window opens, with a black background with title ‘Memory’. There is a 4x4 grid on the left side. The grid is made up of tiles. Each tile is 100px by 100px and has a blue background with a red question mark in the middle. There is a (60px white font black background) text timer in the top right, increasing with every second since the game started. There is a 100px wide black bar on the left side of the screen unoccupied by tiles. Each tile is set to one of 16 images randomly positioned. However, there are only 8 different images, and there are two copies of each image. When a tile is clicked, the image changes to the image it is set to. **When another tile is clicked, it also changes to the image it is set to, and then the game checks to see if the tiles are the same image. When the player selects two images that are matching, they both turn over and stay flipped over for the remainder of the game. If the two tiles the player selects does not contain matching images the tiles stay flipped for 1 second, then change back to the question mark image.** Clicking on a tile that has already been flipped over will do nothing. The game ends and the timer stops increasing when all tiles have been **matched.** Clicking a tile at this point will do nothing. When the X is clicked, the game ends and the window closes.