

## Android Lab 1

Javeriana's Game center has hired you to create an Android [concentration game](#). The idea of the game is: the player who finds more cards wins. The cards should be displayed on the screen using just the background colors instead of classic background images. In the example image found below, the gray blocks represent undiscovered cards. Furthermore application should allow the players to be able to:

1. Configure amount of players and names before the beginning of the game.
2. See an about menu on the main application menu containing information regarding creators, player and email.
3. Use an option on the menu to restart the game or create a new one.
4. Display each player's score and announce the winner when the match ends.
5. When the Match ends the application should ask the user if the player desires to restart the game, start a new one or close the application.
6. Use the application in Spanish or English.

