Design features:

For this task I wanted to create a game that shows the user four rectangles at the same time then asks the user to pick the rectangle they thought was the golden one.

Once the game is running, the four rectangles that are all different appear in the window in each corner area then the user has to press on the rectangle they think is the golden one. Once pressed, the user is informed whether or not they selected the correct rectangle. If they selected the wrong rectangle then the user has to try another rectangle until the correct one is pressed. When the correct one is pressed, the user is informed and the game ends.

To reset the game, the window has to be closed down and then run again and it will generate another load of randomly sized rectangles.

Out of the requirement’s, I think I met:

1. As the user is presented random rectangles where one of them is golden.
2. There is an ability to guess the golden rectangle (by pressing on it).
3. The player is informed if they are correct by a pop-up window.

7)The game presents multiple shapes at a time by showing 4 rectangles