Game Project

Name：

Student ID：

Version： #1.0

Game Design Acquirement

Each game should add timer.

Any interface and materials in the game should be design by student themselves.

By the way, materials should be designed for 5 to 10 year-old kids.

Before starting the game, system should introduce the rules, control, and scoring method.

There should have sound effects in each game.

Each game should support multiple player to play.

封面按鈕： 300\*201

卡牌按鈕： 65\*93

Game1 (No. 5)

Name： Memory Matching

Concept： Card Match game

Rule：

Game2 (No. 6)