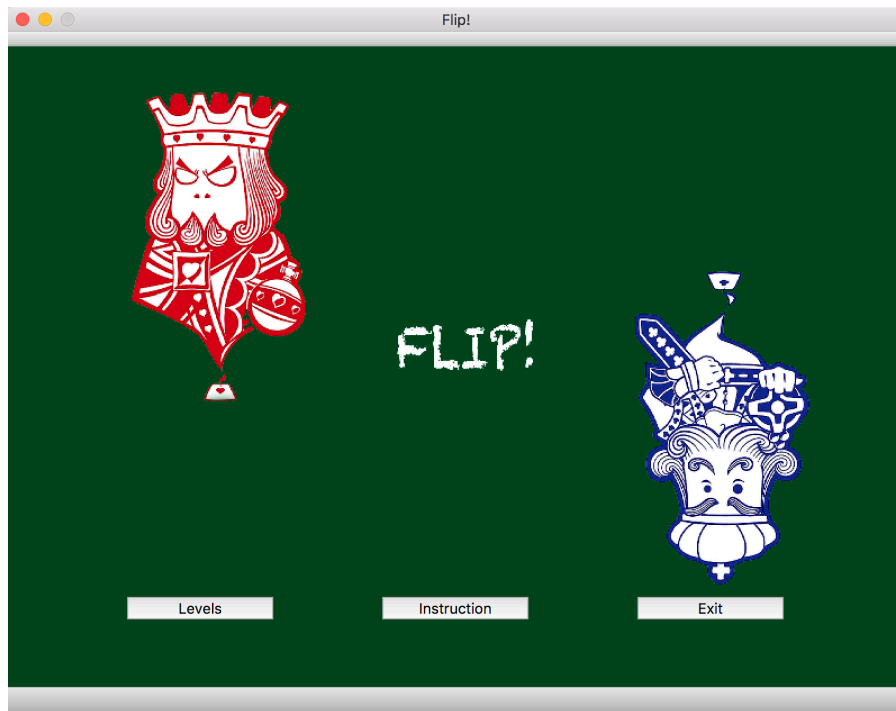
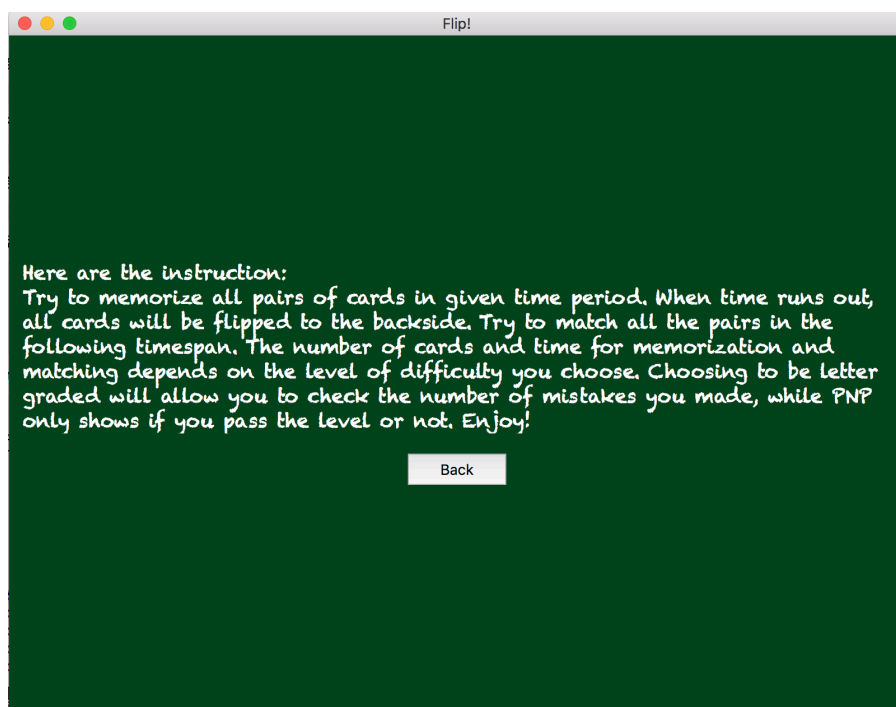


FLIP! Instruction

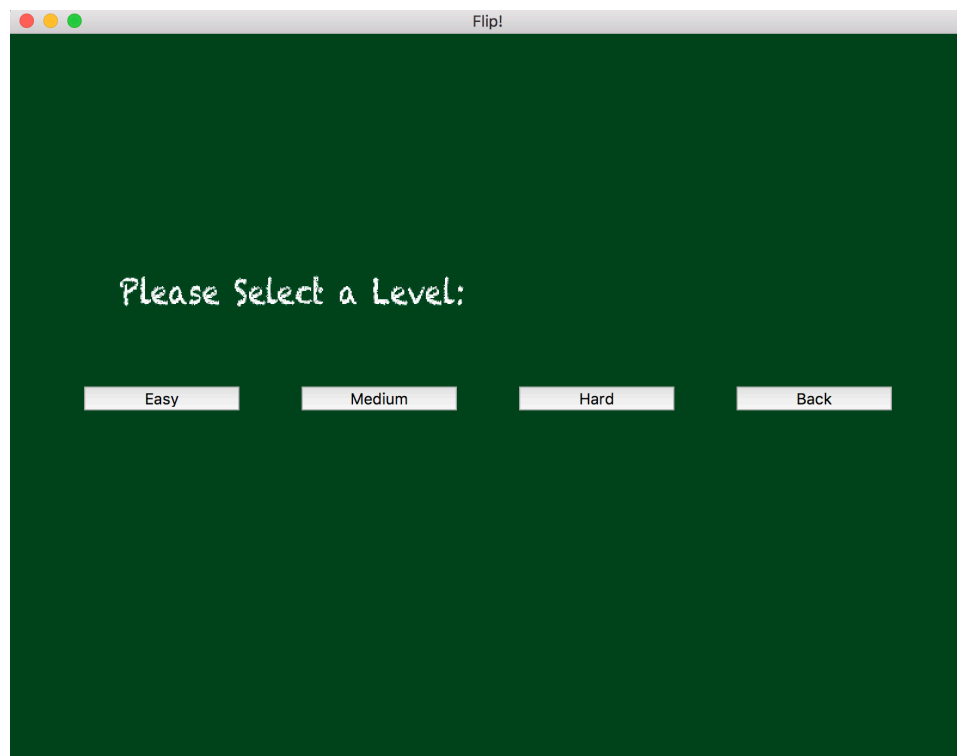
This is the welcome page of the game “*FLIP!*”. There are three pushbuttons: *levels*, *instruction* and *exit*. “*Levels*” allow players to choose the level of difficulty they would like to try. “*Instruction*” will show them the rules of the game. “*Exit*” will quit the game. There will be background music until the pushbutton *levels* or *exit* is clicked.



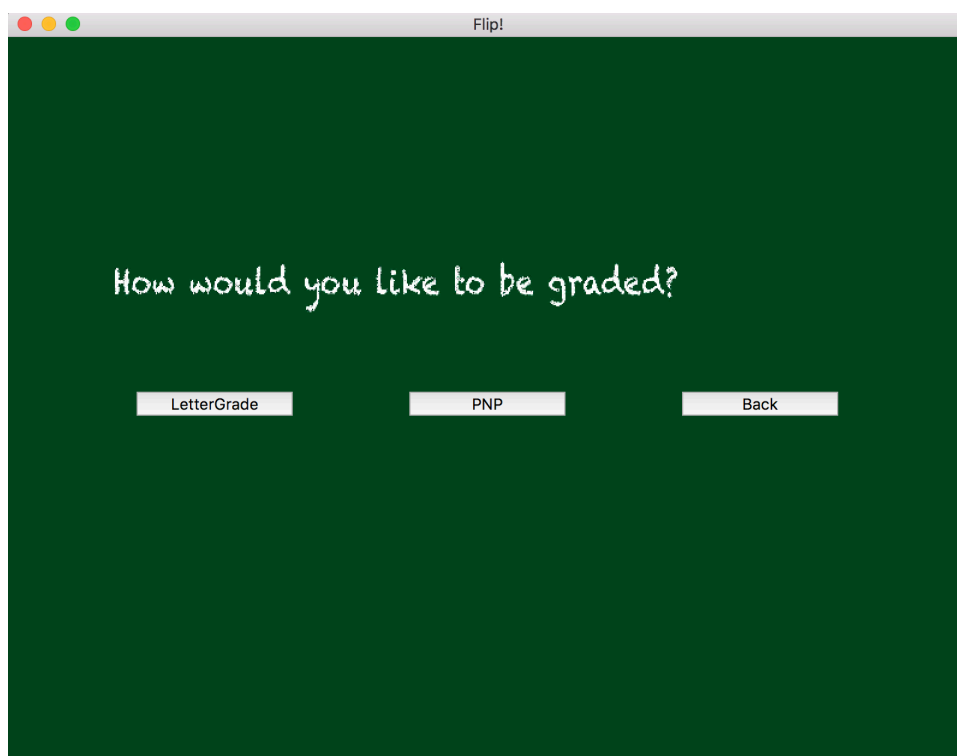
This is the game instruction page:



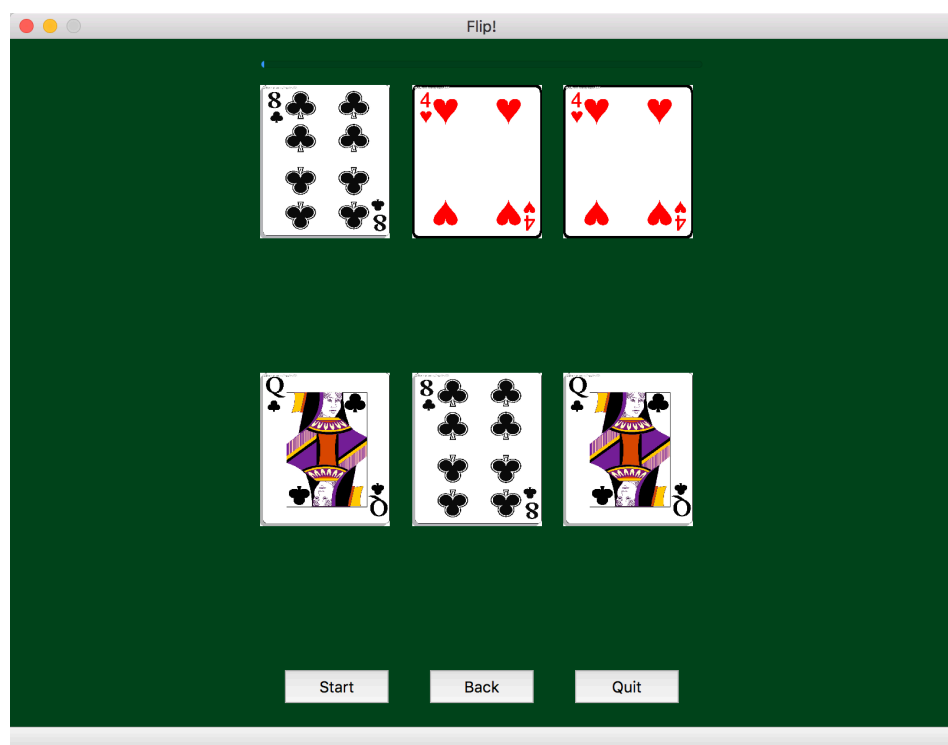
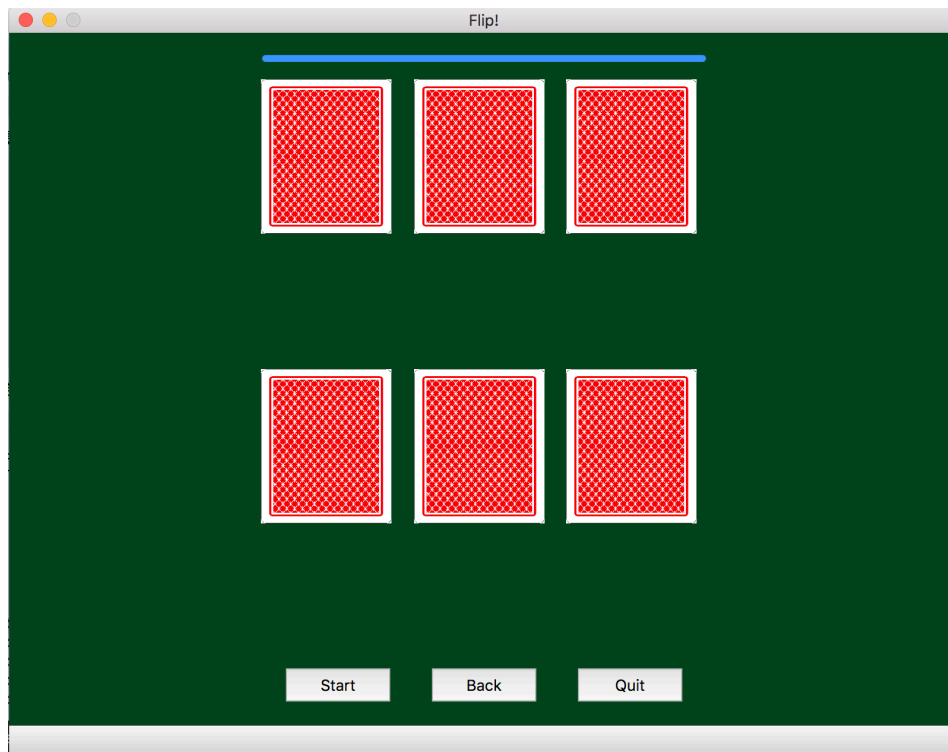
This page allows users to select the level of difficulty they would like to try:

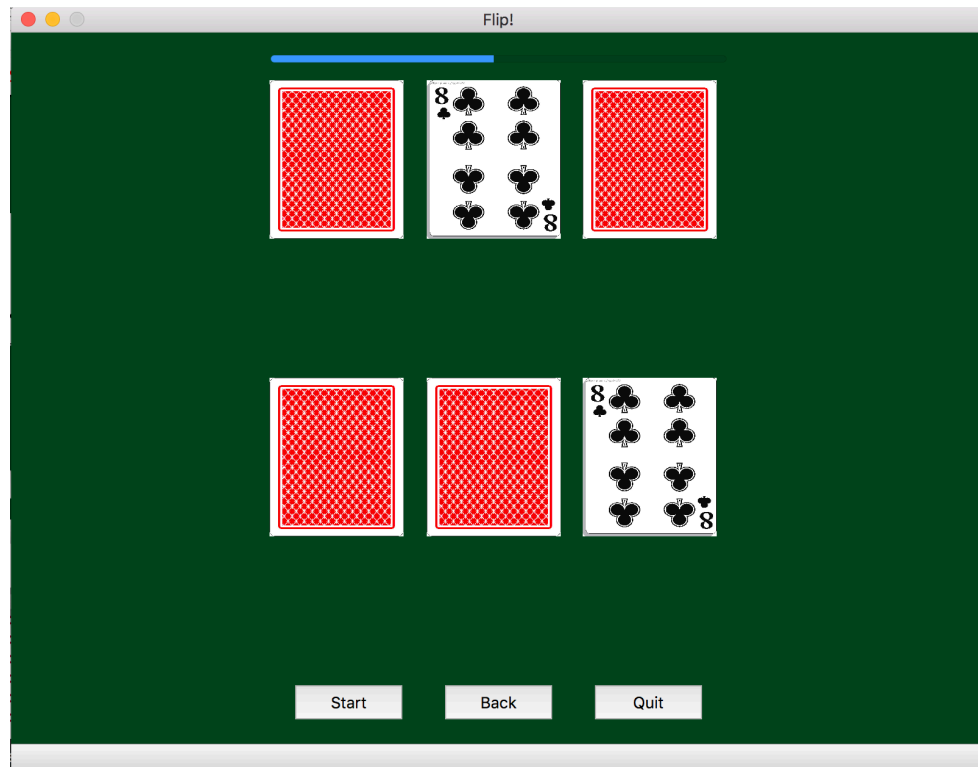


This page allows users to select how the users want to be graded. Choosing “*LetterGrade*” will give the users a letter grade from “A+, A, A-, B, C, D and F” with the number of mismatches of cards. Choosing “*PNP*” will just tell the users if they passed level or not. They will pass if they successfully match all the pairs of cards within the timespan. Otherwise, it’s a NP (no pass).

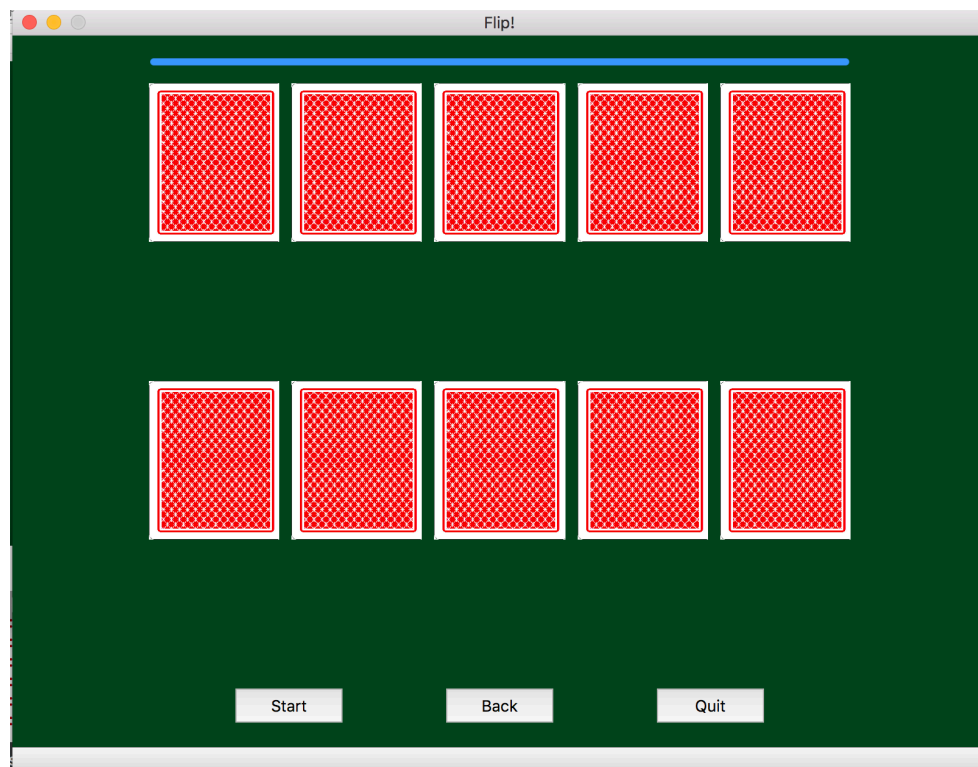


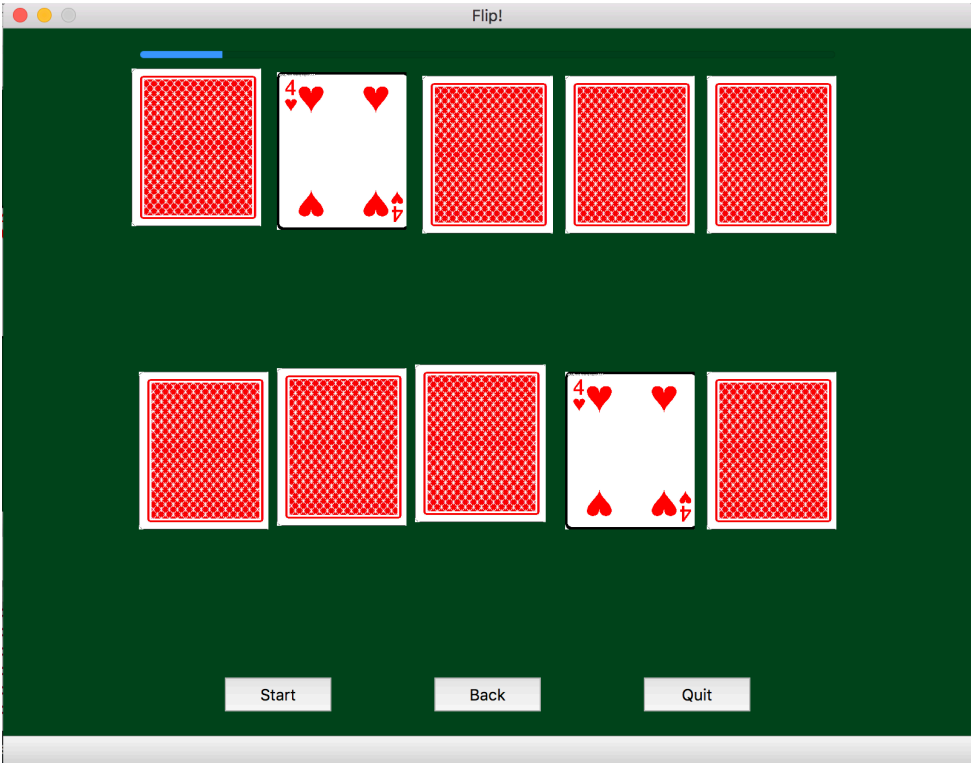
This is the game page of the easy level. It contains six levels. All cards will appear with their backs facing out. When “start” is clicked, they will flip to their patterns. Users will need to try to memorize the patterns. Cards will flip to their back once the time is out. Players need to match the pairs of cards.



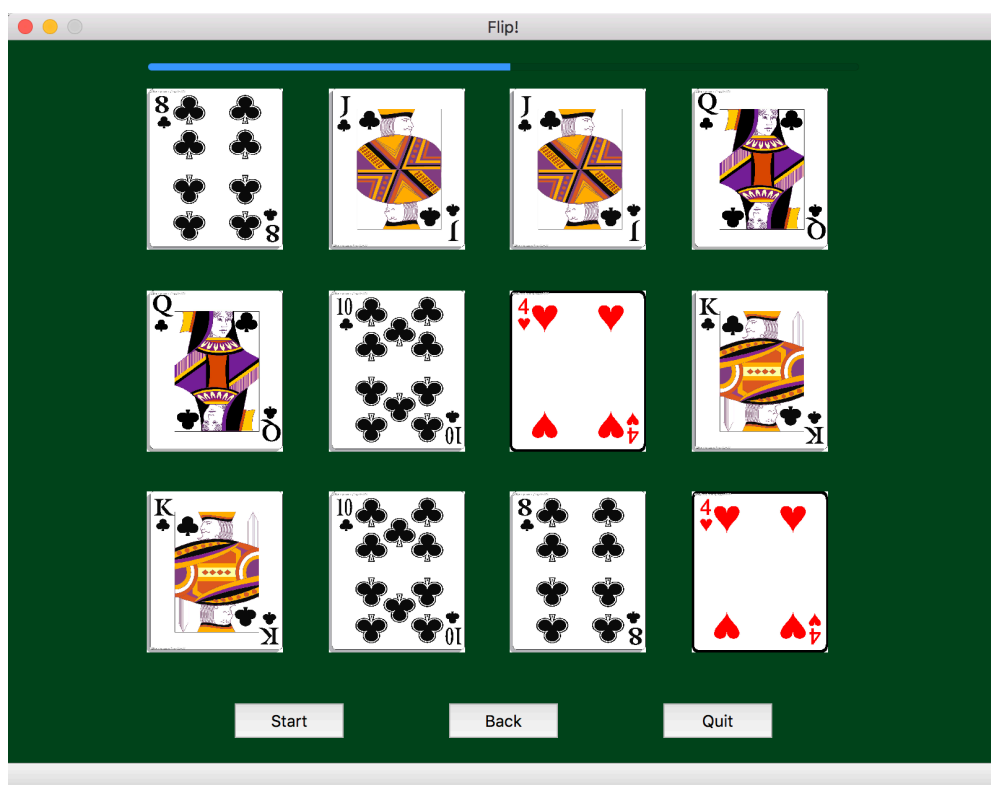
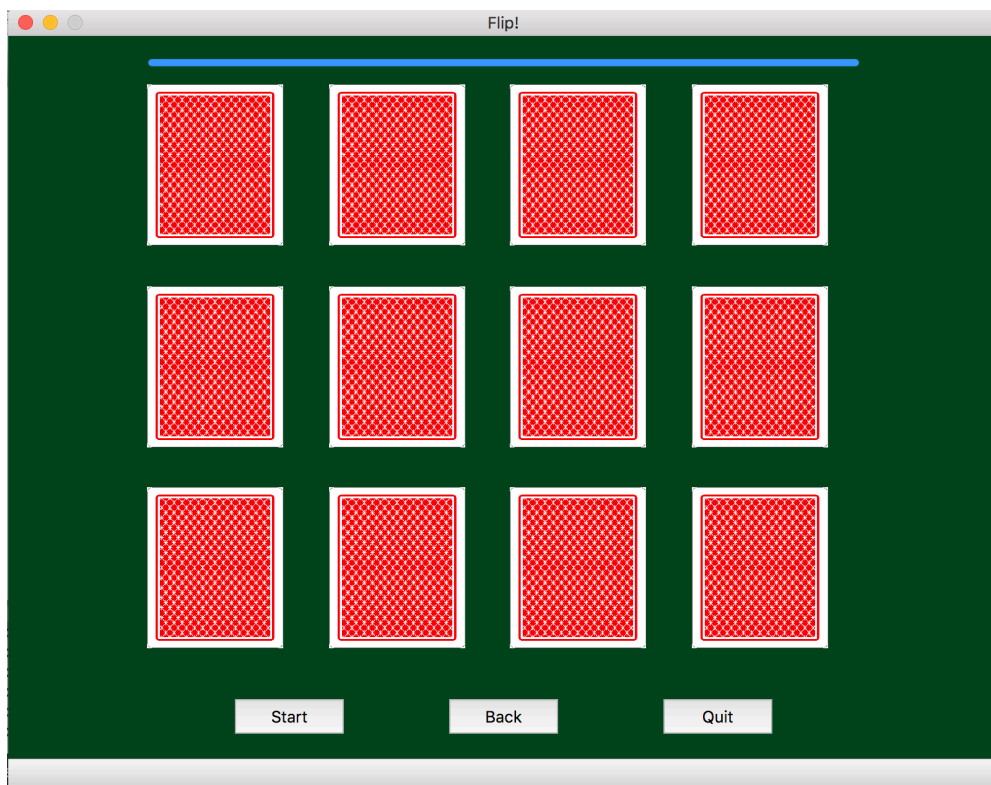


Below is the layout for the medium level:





Below is the layout for the hard level:

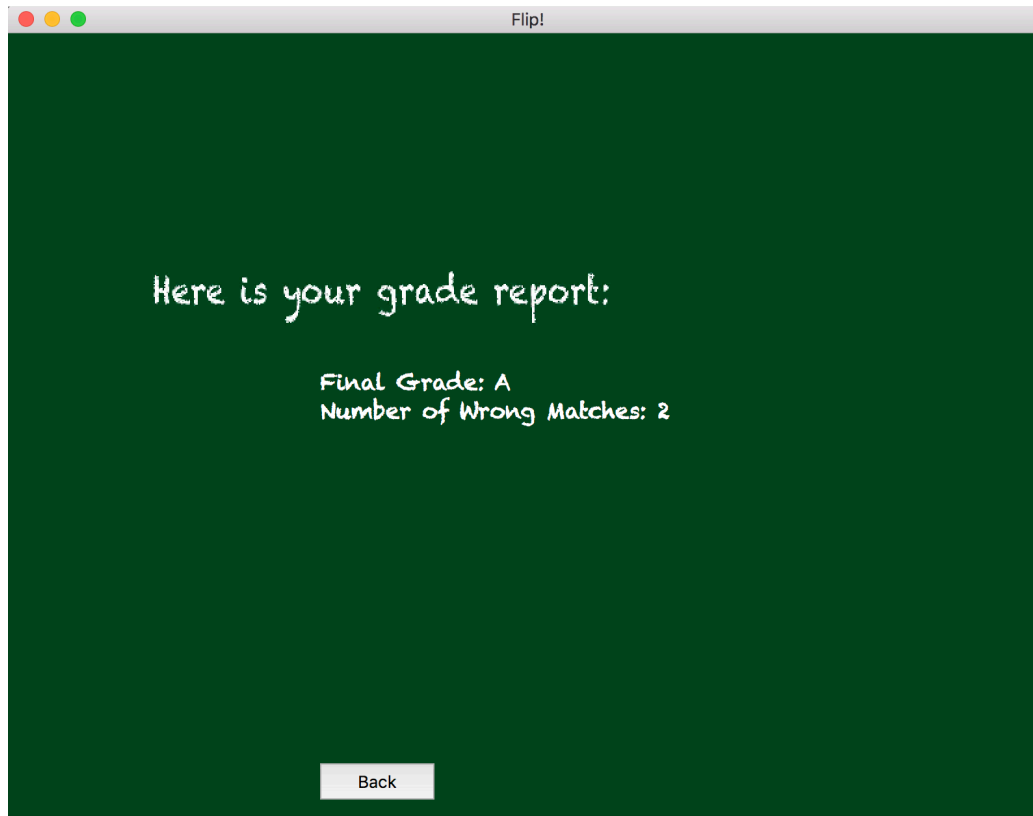




Below is result page when the player wins the game:



Below is when the users choose to view their grade report when they chose to be letter graded:



Below is result page when the player loses the game:

