COMPEX COMPUTING PROBLEM (CCP)

PROJECT PROPOSAL:

TITLE: MEMORY MATCH DEVELOPMENT GAME

GROUP MEMBERS:

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INTRODUCTION:

This project aims to develop a Memory Match game where players match pairs of cards or tiles. The game will include features like scoring, a timer, and level progression to enhance gameplay and challenge players.

Project Objectives

- Develop a user-friendly Memory Match game with interactive gameplay.

- Implement scoring, timer, and level progression mechanics.

- Test the game for functionality, usability, and player engagement.

Tools and Technologies:

1. Programming Languages:

   - Python (with Pygame or Tkinter)

   - JavaScript (with HTML5 and CSS3)

   - C++ (with SFML or SDL)

2. Game Engines:
   - Unity
   - Unreal Engine
3. Development Environments:
   - Visual Studio Code
   - IntelliJ IDEA
   - PyCharm
4. Graphics and Design Tools:
   - Adobe Photoshop
   - Sketch
   - Figma
5. Version Control:
   - Git
   - GitHub

Game Features:

1. Gameplay Mechanics:
   - Match pairs of cards or tiles
   - Scoring system
   - Timer
   - Level progression
2. User Interface:
   - Interactive game board

- Score display
- Timer display
- Level indicator

3. Game Modes:
   - Single-player mode
   - Multiplayer mode (optional)
4. Difficulty Levels:
   - Easy
   - Medium
   - Hard
5. Sound Effects:
   - Card flip sound
   - Match sound
   - Mismatch sound
   - Level up sound

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Timeline

- Research and planning: 1 week.

- Design and development: 2-3 weeks.

- Testing and debugging: 1 week.

- Completion and presentation: 1 week.

Conclusion

The Memory Match game project will result in an engaging and interactive game with scoring, timer, and level progression features. The game is expected to be fun and challenging for players.