

COMPEX COMPUTING PROBLEM (CCP)

PROJECT PROPOSAL:

TITLE: MEMORY MATCH DEVELOPMENT GAME

GROUP MEMBERS:

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PROJECT NAME:

MemoryMatchMadness

TEAM NAME:

CodeCrafters

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:

- Programming language: C
- Libraries: stdio.h, stdlib.h, time.h, ncurses or conio.h (optional)
- Development environment: GCC (GNU Compiler Collection)

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

Timeline:

- * Week 7: Proposal, repository setup, and base code structure.
- * Week 8: Game logic (random generation, attempts, scoring).
- * Week 9: Input validation, feedback system, scoreboard module.
- * Week 10: Integration, debugging, and testing.
- * Week 11-12: Documentation and final review.

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.