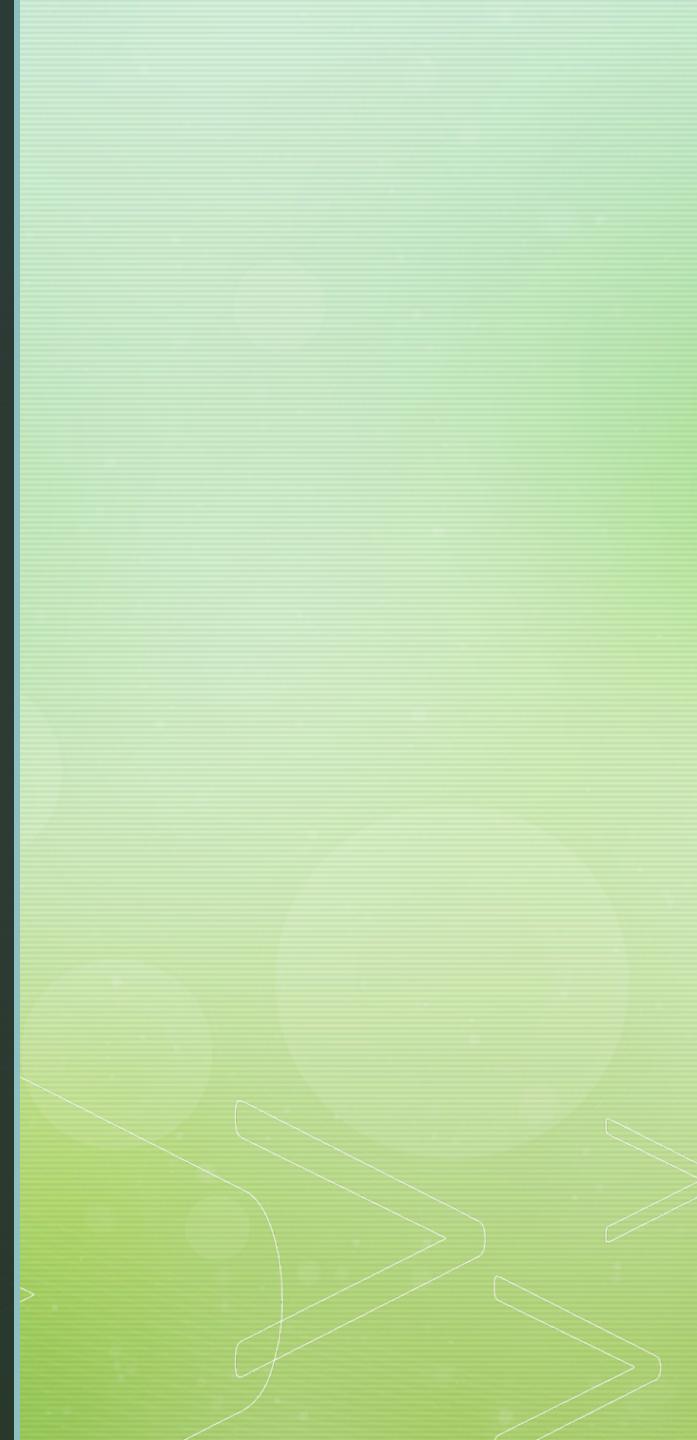




# Memory Workout

Felipe Henao

Rover - Spirit



- **What features did you include?**
- The game flashes an amount of boxes determined by the level the player is in. When the "Play" button is clicked, the only visible item on the page is the main grid that contains the cells that will be flashed to prevent the player from getting distracted by anything else on the page.
- **Were there any constraints you had to work with? (e.g. technological, timing, content, etc.)**
- It took me longer than expected to build the function that compares the boxes that were flashed with the boxes that the player clicked.
- **Is there any other information you think might help us (your stakeholders) understand what you've built?**
- The game is built to increase the amount of flashed boxes by one on every level.  
There is a dialog box below the grid to communicate with the user. When the player begins the game, the player is greeted. During the game, the dialog box provides information about the accuracy of the guesses and the current level.

# Landing Page

## Memory Workout

Play

Instructions:

- When you are ready to play the game just click on the play button and 3 boxes will be flashed. Try to remember the exact location of the boxes so you can click where the boxes were flashed
- If you successfully remember the positioning of the boxes that were flashed without clicking on any wrong box then you can pass to the next level where the amount of flashed will be incremented by one
- If you click on the wrong box(es) then you have to try again by clicking on the play button again
- If you fail to click on all the flashed boxes three times then you lose the game
- If you wish to play again just click the "Play again button". Have fun!

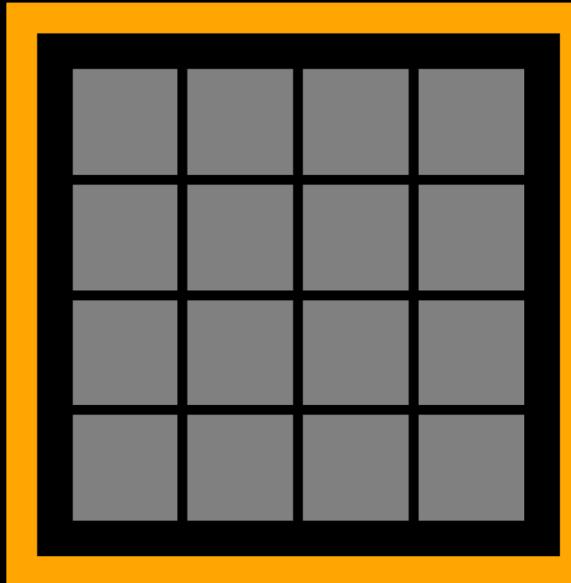
Please type your name/nickname to get started:

Let's start!

Level 1

# Greeting Message

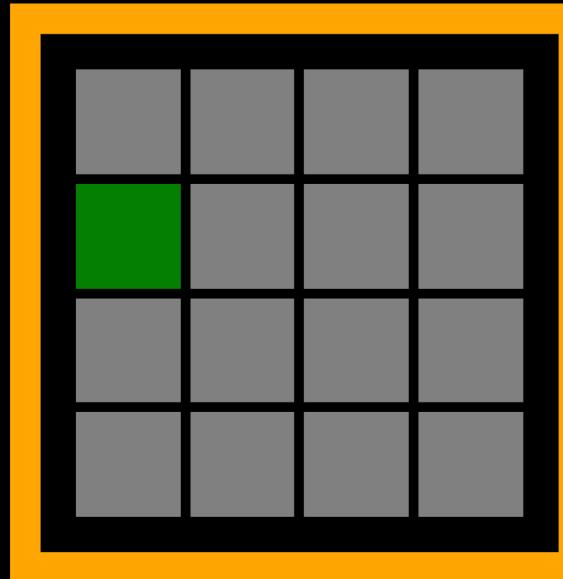
Play



Hi Rover!

# Successful Completion Message

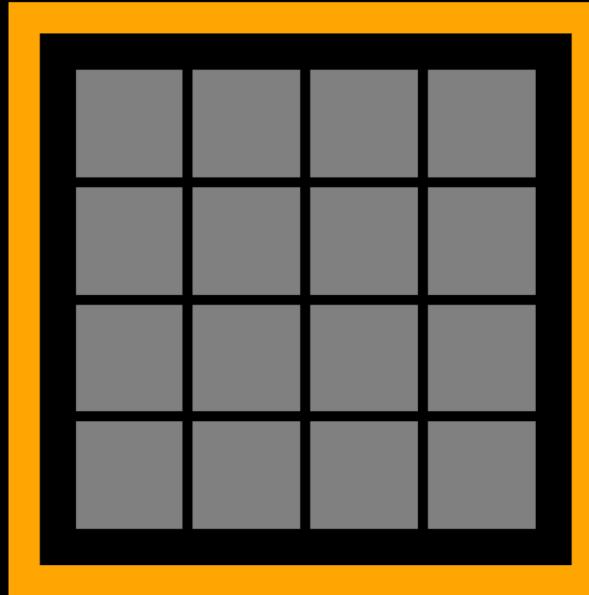
Play



Congratulations, you passed!

# Game Over Message

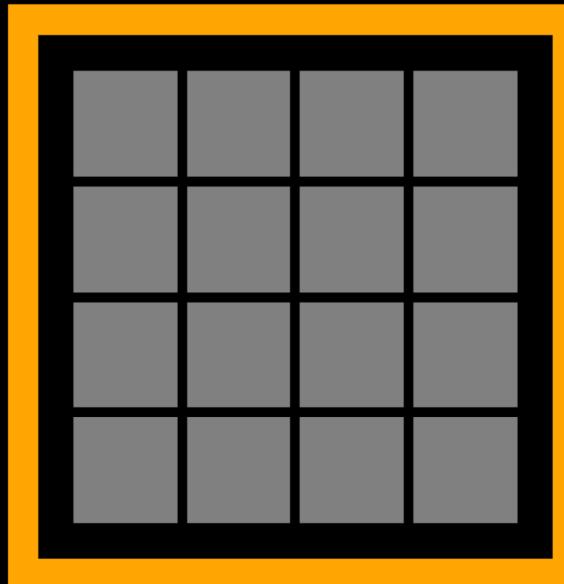
Play



Game Over, try again!

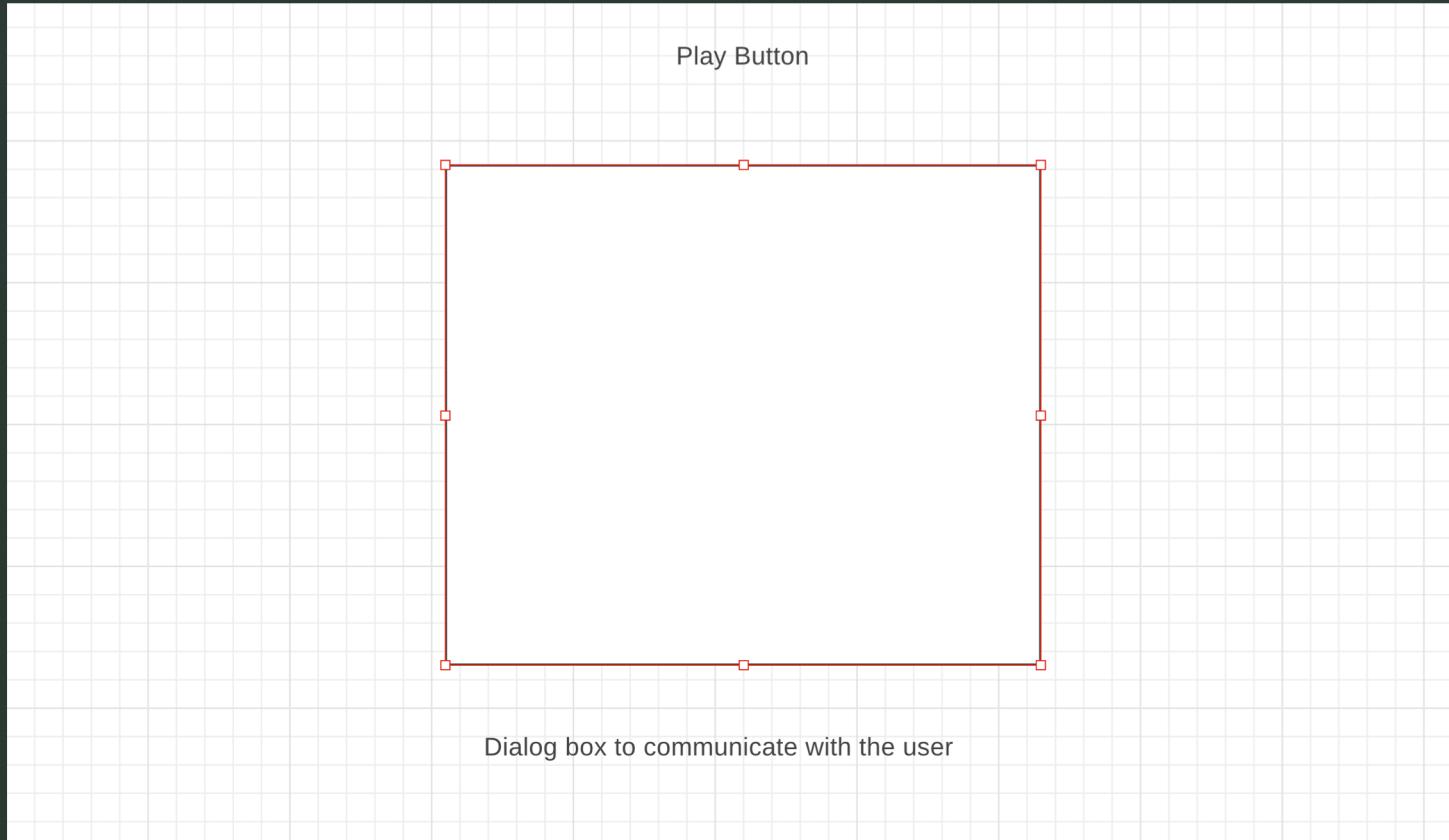
# Current Level Status

Play



Level 4

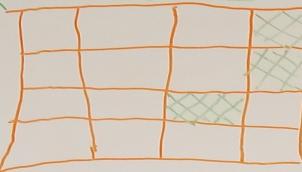
# Wireframe



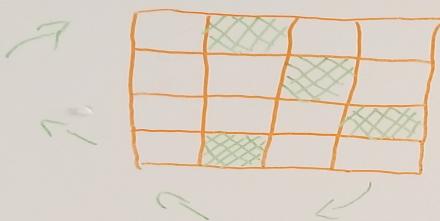
THE BOX CONTAINER ROTATES  
AFTER THE COLORED BOXES ARE FLASHED

3 BOXES WERE FLASHED

MEMORY GAME  
LEVEL 1



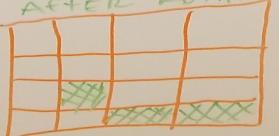
LEVEL 2



BEFORE ROTATION



AFTER ROTATION



- 1 - 3 RANDOM SQUARES ARE FLASHED FOR 300ms, THEN THEIR COLORING DISAPPEARS
- 2 - THE USER HAS TO REMEMBER THE POSITIONING OF THE BOXES THAT WERE FLASHED
- 3 - THE MAIN CUBE ROTATES 90 DEGREES
- 4 - THE USER HAS TO CLICK ON THE ESTIMATED POSITIONING OF THE FLASHED COLORED BOXES
- 5 - THE USER IS GIVEN A SCORE BASED ON THE ACCURACY OF THE ESTIMATION
- 6 - IF THE USER DOES NOT CLICK ON ALL THE FLASHED BOXES ONLY THEN LEVEL 1 HAS TO BE REPEATED AND THE SCORE IS SAVED
- 7 - IF THE USER CLICKS ON ALL THE FLASHED BOXES ONLY ACCURATELY THEN THE USER CAN ENTER NEXT LEVEL
- 8 - EVERY LEVEL WILL INCREASE THE FLASHED BOXES BY ONE
- 9 - FAILING 3 TIMES ENDS THE GAME AND RETURNS THE SCORE