MemoryMatch

+ MemoryMatch()
+ int sizeSelect()
+ int timeSelect()
+ bool themeSelect()
+ std::string * getWords()
+ int getWordCount()
+ int getSize()
+ std::string getDisplayTheme()
+ ~MemoryMatch()

game

+ game()
+ bool start()
+ int gameLoop()
+ void printBoard(std
  ::string **, const bool
  *, const int, int, int)
+ int checkAndRevealWords
  (std::string **, bool
  *, int, int, int, int,
  int, int)
+ ~game()