## 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()