

## Classes

### Cards Display

Status (numeration)  
image (List) \* 3 options  
placement (tuple)

- image is based on status
- status = (solved, front, back)
- function based on events (card pressed) → changes status

### Score

player 1 score  
update score (function)

### Card Deck

~~placement of cards (tuple)~~

# of cards

list of cards

- function to determine placement depending on # of cards — initialize placement in Cards Display
- function to get image — get image from folders and initialize image from Card Display

\* figure out how to run music and timer