

(No classes)

Single

- Button (options)
- Button (Back)
- Button (timed) x2
- Button (music) ^{fake check boxes}
- ? Slider bar (# of cards)
- card deck initialized when we choose # of cards
- music - when the image is checked box image true it will initialize music
- when time is checked box true - initialize time

Main Menu

Single/multiplayer
Buttons
options

Option

Button (back)
Button (credits)

Sound
theme

Exit (appears only in gameplay) → quits game

Multiplayer

- Button (options)
- Button (Back)
- Button (Music)
- ? slide bar (# of cards)
- Button (gameplay)
- initialize card deck when choose # of cards
- music when the image is checked box image true

Credits

Button (back)
our info
(music)

Game play

Button (options)

Text (score) → CLASS keeps score/s
Varies # of cards → CLASS display status

- events: when option is pressed → option page
- when card is pressed → change status (of class)
- when 2 cards have been pressed → function to determine correct score class

- only be visible if single player and if checkbox = true for time