Kevin — Load_Cards
Somali — Board_Size, Card_Select

card_deck (board)

Load_Cards

now game play
can start

Where cards
are stored

Game Play

default NULL

flip_card(board, posX, posY, initial_card)

Card Select

increment
card_counter

User decides
gameplay

Singleplayer = TRUE

Singleplayer = FALSE

User decides on
number of cards,
layout is displayed

Board Size

Home

timed = TRUE

timed = FALSE

Timed