

Project Proposal - LCOMEMORY

LCOMEMORY is a memory card game.

- All the cards will be shown in the beginning to you, and you must memorize them.
- Given an even number of cards, you need to choose 2 cards and they must match.
- If cards match they stay upside up, otherwise they will rotate upside down.
- You only have 3 possibilities to choose wrong. On the 3rd attempt, you will lose the game.
- To win it, you need to choose every pair right.

Timer:

- Defines the frame rate of the display, the value that we will use is 60
- (Possibility) Save the time that the player took to complete a level

Keyboard:

- Can be used for menu operations
- Select the card you want to flip
- Input for player's name to save score

Video Card:

- Used to represent the game, show the cards, background, menu, etc

Mouse:

- Can be used for menu operations
- Select what card you want to flip

WorkPlan :

1. Develop the menu
2. Create the game interface (background, card position, sprites to use..)
3. Develop card flip animation (variable, harder difficulty, faster flip)
4. Score Board to save the player's name, score and time.