CMPE 230 Systems Programming
Homework 3 (due May. 23rd, 23:59)
(This project can be done in groups of at most 2)

In this project, you will implement a game known as "Card Match" or "Pairs" using QT. The objective of the game is to turn over pairs of matching cards. The GUI may look like the following:

Card Match Game					
Score	2	No. of Tries Remaining	12	New Game	
?	?	?	?	?	
	cat	?	?	?	?
?	?		?	?	?
?	?	?	?	bird	?
?		?	?	?	?

The button widgets (shown in blue) are:
● New game: starts a new game
● The 6 x 5 array of cards which can be clicked to turn over.

The **Score** field will display the number of matchings for the player. At the beginning, the user will be given 50 tries. **No. of Tries Remaining** will display the remaining number of tries.

You can implement the project using words (texts) as cards.

The following website presents a web-based Pairs game.
● https://dkmgames.com/memory/pairs.php

Submissions:

Submissions must be made via Moodle. Your submission must consist of a single zip file that contains your report and source code, as usual.

Demo Sessions:

There will be demo sessions where you will showcase your project in your own environment. Dates for the demo sessions will be announced later.