**Memory Game**

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**Description –**

1. Game Setup:
   * The game has a local resource folder that consists of 20 different code snippets, each with its corresponding output.
   * At the start of each game, the program randomly selects six code snippets from those.
2. User Interface:
   * The graphical user interface presents the code snippets to the player in a grid-like layout, with each snippet displayed on a JButton.
   * The cards are initially face-down, hiding the code snippets and their outputs.
3. Gameplay:
   * The player's objective is to match each code snippet with its corresponding output.
   * The player can flip two cards that is one question and one answer at a time by clicking on them. When a card is flipped, the code snippet is revealed.
   * If the player successfully matches a code snippet with its output, both cards remain face-up.
   * If the player fails to make a match, the cards flip back face-down, and the player can try again.
   * The player can continue flipping cards until all the matches are made.
4. Timer:
   * The game includes a timer that starts when the player clicks the "Start" button.
   * The timer gives the player a time limit of 2 minutes to complete the game.
   * If the player fails to match all the code snippets within the given time, the game ends.
5. Winning Condition:
   * The player wins the game if they successfully match all six code snippets with their corresponding outputs within the time limit.
   * A victory message is displayed to congratulate the player on completing the game successfully.

**Compilation and Running –**

* Open the java file (MemoryGame.java) given in the zip file
* In the given code there are two times where we need to specify path for the photos folder, so edit it according to your folder’s path.
* If you are using VS code, then just save the code and click on the run button
* If you want to run the code with cmd/Terminal then write below commands in terminal –
  + cd (the folder where your java file is located)
  + javac MemoryGame.java
  + java MemoryGame
* The Swing application will get started and you can make it full screen for having clear visuals of the code. Start the timer and Enjoy the game!!