# Memory Version 1

# Images are revealed when game starts

# Player actions do nothing

# Game runs until player closes window

**Main Algorithm**

create window

create game

play game

close window

**Class Game**

***Instance Attributes***

window # the window on which to draw

pause\_time # pause time between drawing frames

close\_clicked # indicates if close button was clicked

continue\_game # indicates if game should continue

# add attributes as required

board

default\_counter

***Instance Methods/Blocks***

**initialize instance**

initialize/create all instance attributes

board = []

default\_counter = 16

**create\_board**

for each row\_index

create row

add row to board

**create\_row**

for each col\_index

create tile

add tile to row

delete tile image

**play game**

while not close\_clicked

# ‘play’ a single frame

handle next event

draw the current frame

if continue\_game:

update all game objects

decide if game should continue

pause before next iteration/frame

**handle event**

get next event from the event queue

if event type == QUIT

close\_clicked = True

# check more events as required

**update game objects**

# update Game objects to new position in next frame

**draw frame**

erase the window

# draw the Game objects

update the window

**decide if game should continue**

# check if game should continue or not

**Class Tile**

**Class Attribute**

border\_size

border\_color

window

**Instance Attributes**

content

rect

exposed

**Class Methods**

**set\_window**

initialize window class attribute with given window

**delete\_images**

deletes image so it doesn’t get repeated

**load\_images**

loads the images into a list, concatenate list with itself

**Instance Methods**

**initialize instance**

initialize all the instance attributes

**draw**

draw black border

if exposed is equal to True

draw content