**Version 2 Game Description**

When the game starts, a 620 pixels wide by 500 pixels high window with the title ‘Memory’ appear on the screen.

There is 4 x 4 grid of tiles that appear inside the window. Tiles are occupied with 8 images, and two tiles share the same image. ~~The tiles are all exposed.~~ Each time the player starts the game, the tiles are randomized. **However, each tile is covered by a blue background with a red question mark in the center of the tile. This will be addressed as the unidentified tiles.** Around each tile there is a 4 pixels black border.

**On the top right corner of the window, the score is displayed in white on black, 80 font size. The score is equivalent of the time passing in seconds.**

On the right side of the window, under the score, there is a black panel 120 pixels wide and 500 pixels high.

**~~Player actions will have no effect on the game.~~**

**When the player clicks inside an unidentified tile, the tile flips over, revealing an image. The tiles will remain revealed permanently.** The player can only reveal two images at a time. If the two tiles revealed are the same, the tiles remain flipped. If the two tiles revealed are different, the tiles flip back to the unidentified tiles.

When a player clicks inside an identified tile or the black rectangle on the right side of the window, it will not have any effect on the game.

**The game ends when the player reveals 8 pairs of images 16 tiles in whatever order.** When the game ends, mouse clicks inside the window will not have any effect on the game.

If the player clicks on the close box of the window, the window closes