



LAB 04

What we have so far?

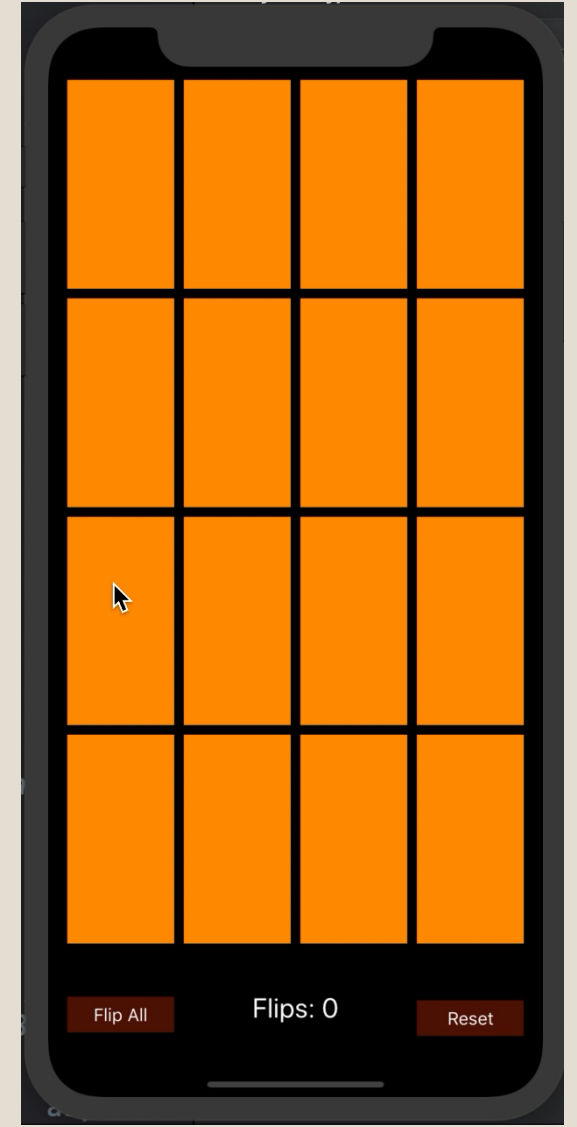
Check list:

- Flip Count updates
- A pair of Cards can be matched
- Single card can be flip up/down
- Reset/Replay the game

What we have so far?

Check list:

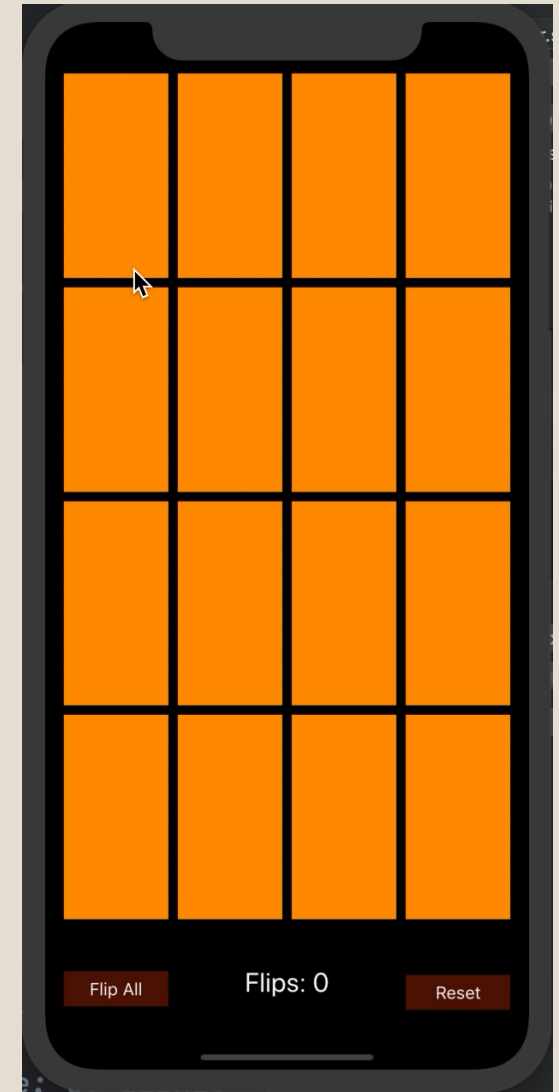
- Flip Count updates
 - Add one when flip count
 - Count 1 when flip a card back
 - Don't count when click on matched card



What we have so far?

Check list:

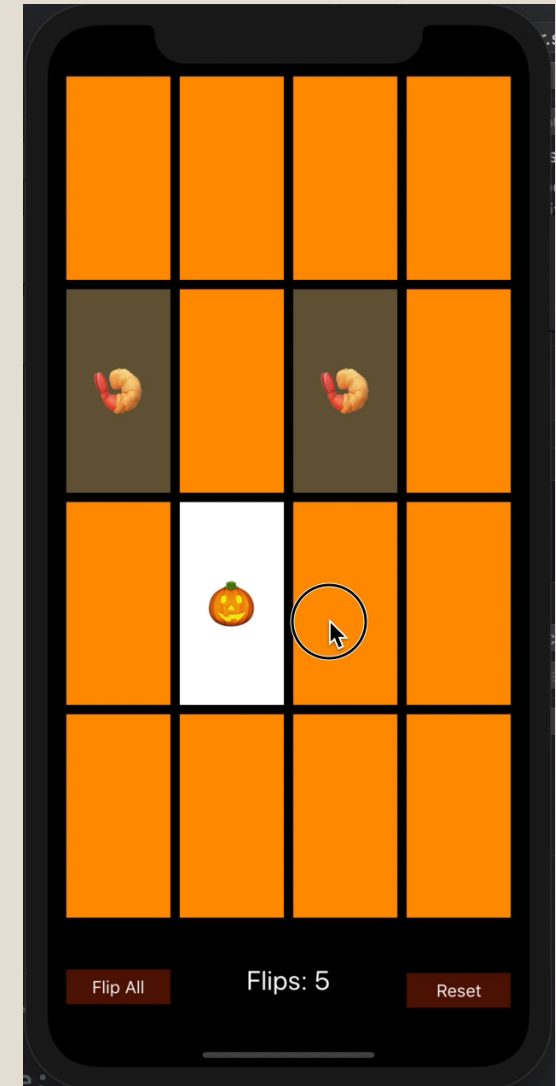
- Flip Count updates
- **A pair of Cards can be matched**
 - These two cards stay face up after being matched
 - Non-clickable
 - Semi-Transparent color



What we have so far?

Check list:

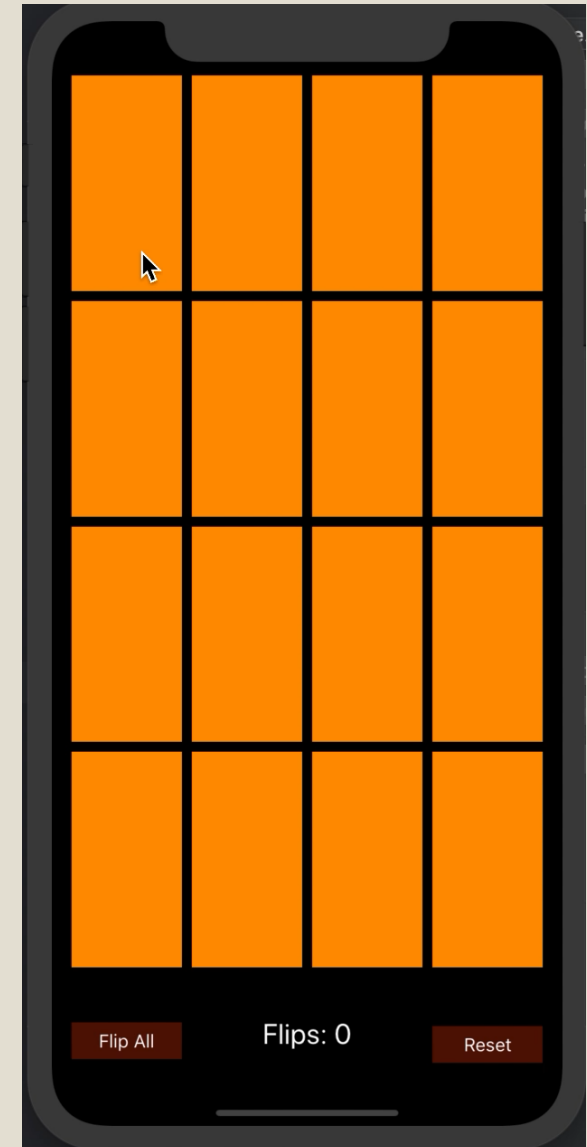
- Flip Count updates
- A pair of Cards can be matched
- **Single card can be flip up/down**
 - Flip count will both be increased
 - Note: One exception
 - When two cards are up



What we have so far?

Check list:

- Flip Count updates
- A pair of Cards can be matched
- Single card can be flip up/down
- **Reset/Replay the game**
 - Shuffle all emojis.
 - but card's order is the same



What we have so far?

Check list:

- Flip Count updates
- A pair of Cards can be matched
 - These two cards stay face up after being matched
 - Non-clickable
 - Semi-Transparent color
- Single card can be flip up/down
 - Flip count will both be increased
- Reset/Replay the game
 - Shuffle all emojis. (but card's order is the same)

Lab Practice

- **Reset/Replay** the game
 - **Shuffle all cards'**
 - Shuffle all emojis
- Add a Button to **Flip All Cards**
 - Up -> Down, Down->Up
 - Reset flip count to 0
 - Reset the matched states
 - When all cards face up → Disable all cards (non-clickable)
 - The game will be restarted when Flip All Cards face down
 - Flip count – 0
 - No matched cards
- Move **Flip count** to game model
 - Check if flip count is correct?
 - When Reset: flip count = 0
 - When Flip All Cards: flip count = 0
 - When click on matched card: don't add up the count

