



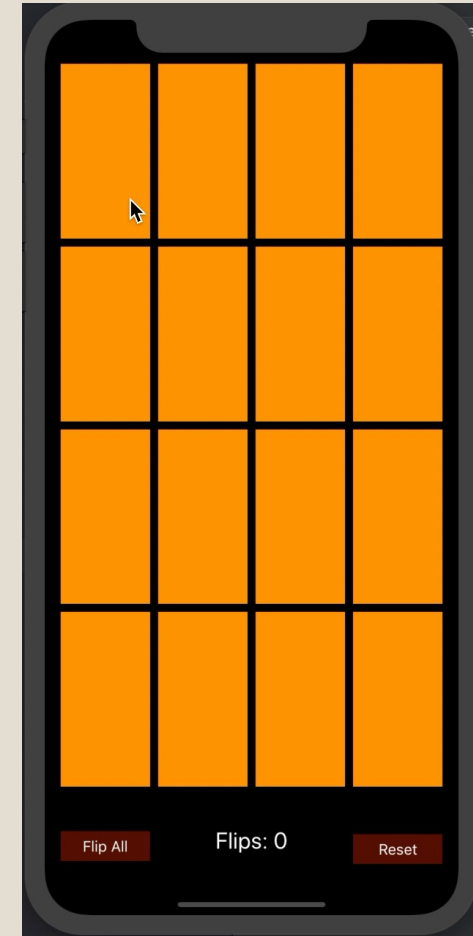
LAB 05

Theme and score

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
- Flip All Cards
- Reset/Replay the game
 - Shuffle all emojis and cards



Lab Practice

- Add a **game score** label to your UI
- Count game score
 - Score the game by giving 30 points for every match: $\text{score} = \text{score} + 50$
 - Penalizing 10 point for every previously seen card that is involved in a mismatch. $\text{score} = \text{score} - 10$
 - Flip a matched card: no action
 - When Reset: $\text{Score} = 0$
 - When Flip All Cards: $\text{Score} = \text{Score} - 1000$
- **THEME**
 - Give your game the concept of a "theme".
 - A theme determines the set of emoji from which cards are chosen.
 - All emoji in a given theme are related by that theme.
 - Your game should have at least 4 different themes and should choose a random theme each time a new game starts.
 - Your architecture must make it possible to add a new theme in a single line of code.
 - Add a THEME label to your UI. To show which theme is selected
 - Example themes: sports (🏀 🏈 🏉), faces (😊 😞 😏), animals (🐼 🦄 🦊)