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Course: Introduction to Computer Science

Item: Project Proposal

Memory Game

I am proposing an implementation of a variant of the "Memo" game. I will be working individually within Processing 3.5.3. I will most likely create my own graphic design and graphics necessary for the appealing GUI in Photoshop as I have experience with graphic design. The player will be able to chose difficulty settings (Easy, Normal Hard) which will impact the number of memo pairs and the length of initial display of those memo pairs.
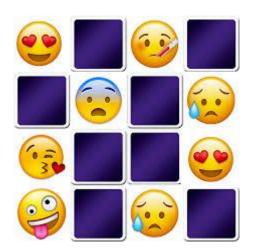

Figure 1: Sample output of the board

The game will be timed, and thus the faster the player, the better, and so the lowest possible time is the best score. The player will operate with the mouse. I will also implement the opening menu with the option to start the game, to see the leaderboards & to exit. The actual game will also have buttons for easier interaction and navigation purposes (for example, to mute the background themes and sound effects). I will also explore the possibilities of 'time' and its functions as I need to draw upon modules like multiprocessing to initially display the memo cards at random. Lastly, the game will surely use more than one class (for example, memo_cell and board).

With best wishes,

Kacper J Madejek