The fuckin to do list:

* Saving game
* Loading game
* ~~Centre image and label when maximised~~
* On selecting “Exit” from the ‘Game’ menu and a game is in progress: • ask if they wish to save the present game’s state. Then respond with the required functionality
* with save process completed, remove existing Dynamic GUI and replace with grid as selected in “Task 5
* When exit in menu bar, ask if they wish to save the present game’s state. Then respond with the required functionality.
* ~~Implement the About Window elements of the ‘Help’ menu. Clicking on ‘About’ from the ‘Help’ menu, have the following interface displayed: Figure 3, About Window. When click on ‘OK’ have the above window close.~~
* ~~Leave the Cards visible for approximately 10 seconds – for selected cards in bottom~~
* With the selection of “Save Game” from the sub menu of “Game”, save the required ‘Properties’ to the “Hard Disk Drive” (HDD) in a file, which the user (Not You) has the ability to name.
* With the selection of “Retrieve Game” from the sub menu of “Game”, have the application read the ‘Properties’ from the HDD of the selected file and return the application e.g., the game back to the state when it was saved.
* Creating your own Classes (Objects) within your application.