Python Memory Match Game - "PyMemory"

Project Description:

In "PyMemory," students will create a memory card game to enhance their Python skills. This project is designed to introduce and reinforce concepts such as lists, functions, randomization, and user interaction in Python. The game will be text-based, played in the console, where players try to find matching pairs of cards.

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Game Rules:

1. The game consists of a set of paired cards, each pair containing identical values, hidden from the player.
2. Cards are arranged in a grid format and numbered for reference.
3. Players take turns choosing two cards to reveal at a time.
4. If the revealed cards match, the player scores a point, and those cards are removed from play.
5. If the cards do not match, they are turned back over.
6. The game continues until all pairs are matched.
7. The player with the most pairs at the end of the game wins.

Key Features:

- A shuffle function to arrange the cards randomly at the start of the game.
- A function to display the current state of the game board, showing matched pairs and hidden cards.
- Input handling to allow players to select cards to reveal.
- A scoring system to track each player's matches.