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## Elective 2 (MAD 2) Mobile Application Development 2

Midterm Project

# Game Development using Flutter Casual Games Toolkit

**FILIPIKNOWS**

Project Overview

The Filipiknows is a memory-based game designed to entertain players while also stimulating their cognitive skills. In this game, players engage in a stimulating journey through a deck of cards, aiming to match pairs of identical cards that consists of Filipino touch genres.

**Objective:** The primary objective of Filipiknows is to match pairs of identical cards in the deck. Players are required to flip over two cards at a time, with the goal of finding matching pairs hidden within the deck.

**Mechanics:**

1. **Memory and Concentration:** The game challenges players' memory and concentration as they attempt to remember the location of cards and match pairs.
2. **Levels:** Players have am option to choose what level of difficulty would they want to match all pairs of cards within the deck.
3. **Match and Flip:** Players flip over two cards at a time to reveal their cards. If the cards match, the pair remains face-up. If not, the cards are flipped back over, and players must try again.
4. **Self-Paced System:** There are no points are allotted for each successful match. Thus, motivating the players to take their time to familiarize with the cards and not stress for just its just a casual game.
5. **Game Completion:** The game ends when players successfully match all pairs of cars, they can choose to play again or choose to go to home screen to choose another level.
6. **Theme:** The Filipiknows draws inspiration from classic memory games while providing a Filipino twist with its engaging flip card mechanics. The game's theme focuses on stimulating players' cognitive abilities while offering an entertaining and learning cultural experience.

**Guide:**

**Matching Cards:** Players must maneuver their flips strategically to remember the symbols revealed and match pairs efficiently. The challenge lies in memorizing the positions of cards and making accurate matches within the deck of cards.

**Game Over:** The game ends when either the cards had all been matched, or when the player decided to leave the game. Players can choose to play again or choose to go to home screen to choose another level to play with.

**Conclusion:**

Overall, the Filipiknows offers a fun and engaging experience for players of all ages. With its combination of memory-testing gameplay mechanics, the game provides an enjoyable experience that keeps players coming back.

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