☐ Your choice of game.

**Game Name: SETS**

Description Link: <https://en.wikipedia.org/wiki/Set_(card_game)>

Find Sets of 3

* All the properties of the 3 cards must either be all the same or all different
* Find as many pairs in a certain time
* Score will be based on number of sets found.

☐ A wireframe of your "main" game screen.

***Game Board***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | E.g. |  |  | Countdown Timer:  20 secs |
|  |  | E.g. |  | Number of Sets Found:  12 |
|  |  |  |  |  |

***Card Properties***

Total: 4 properties

* Number of Shapes – 1 / 2 / 3
* Shapes – Triangle / Square / Circle
* Opacity – Blank / Shaded / Solid
* Colour – Green / Red / Blue

☐ Stretched Goals

* Multiplayer Mode
* High Score Tracking
* Puzzle Mode: (Find 5 sets in the fastest time)

☐ Pseudocode for the overall game play.

* Load Gameboard
  + Create Grid
  + Select and display 12 different random cards (from a set of 81)
  + Load countdown timer
* Player selects 3 cards
* Computer checks for card properties to see if they match or are all different
* If all 3 cards show winning combi
  + Add 1 point
  + Replace 3 cards with 3 new cards
* If not winning combi
  + Reject and say incorrect
* End game
  + When countdown timer = 0
  + Run out of cards
* End game and display high score