**Memory Game:**

**objective: group up pairs and the game ends when you match all the pairs**

**key components:**

pictures/cards/pairs

cards reveal: Colors[red/blue]

Incorrect Pair: time delay 5 seconds

when pairs match: remove cards? or leave them revealed?

mouse controls [requires pyraylib]

Difficulty(easy[timer 30 min]/medium[timer 10 min]/hard[time 5 min])

Timer

**Requirements:**

Classes:

pyray-video service-[copied]

pyray-mouse control-[copied]

Actor-[copied]

Cast-[copied]

Card(Actor)

Director

Detect

Point-[copied]

Color-[copied]

Action-[copied]

Draw\_Cards(Action)

reveal cards

remove cards

add cards

Abstraction: using methods and functions as names in order to simplify the code.

Encapsulation: private our attributes for each class so that they can only be changed when a method is called.

Inheritance:using Actor as the Parent class for each Card.

Polymorphism:Modify a method from Action in our Draw\_Cards Class.