



FINAL PROJECT

# MISS-MATCH CARD GAME

20221573 컴퓨터공학과 심하연

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01

# PLAY GAME

01



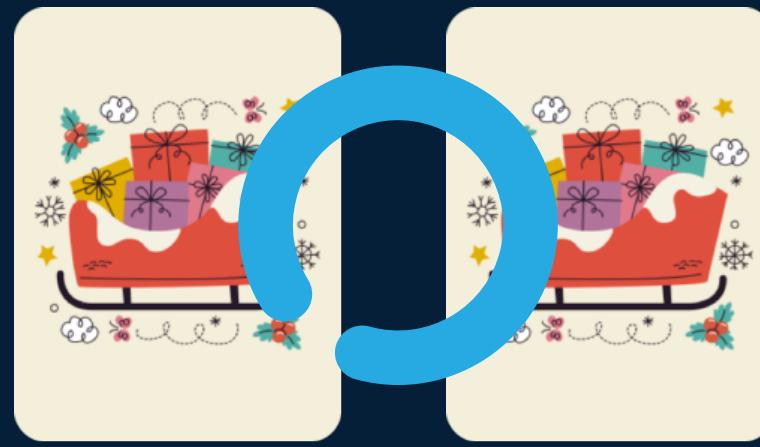
THE CARD IS SHOWN IN FRONT FOR A WHILE. THE PLAYER MUST REMEMBER THE LOCATION OF THESE CARDS.

02



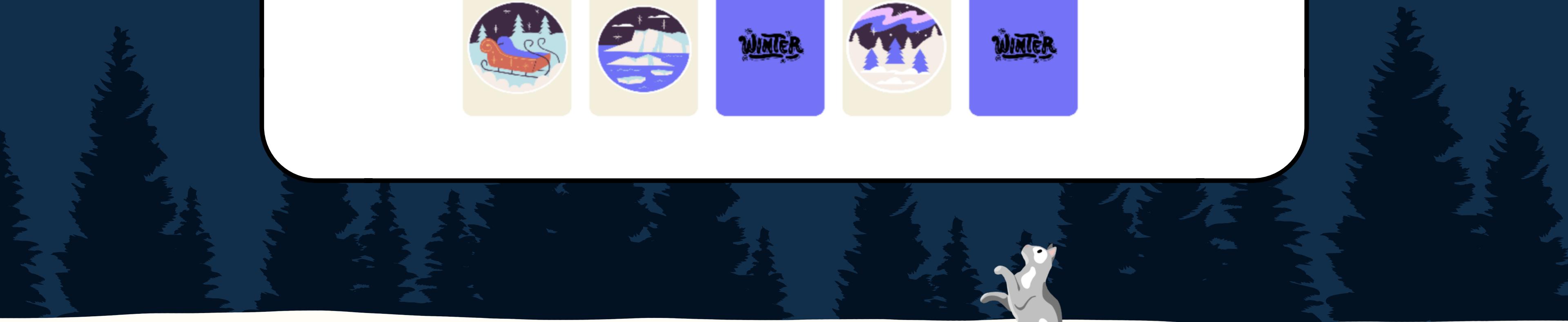
THE PLAYER MATCHES THE CARD BY SELECTING TWO CARDS EACH.

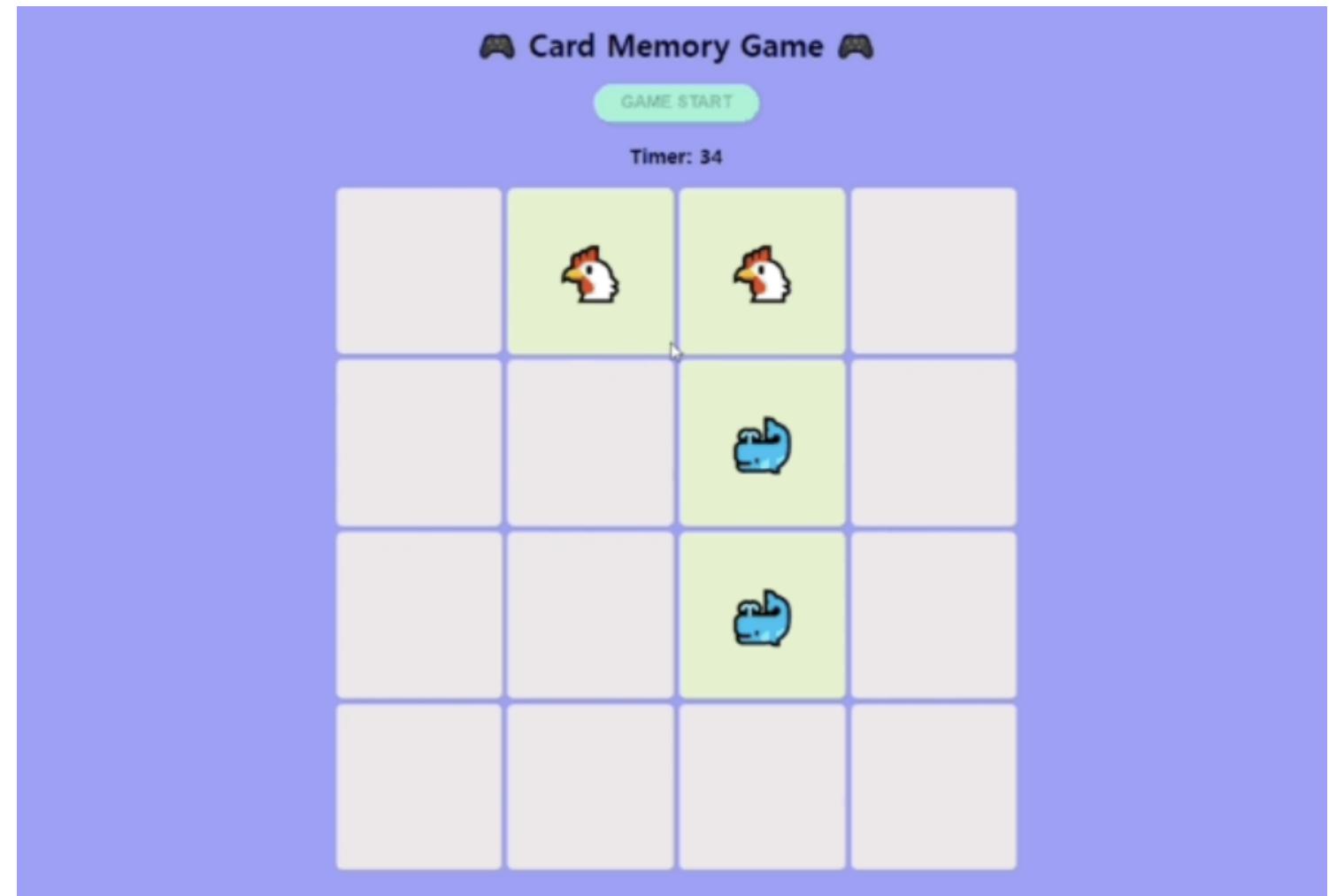
03



IF YOU MATCH ALL THE CARDS, THE GAME ENDS AND THE GAME IS RANKED ACCORDING TO THE GAMEPLAY TIME.

**Miss!**





<https://velog.io/@nahyun/카드-뒤집기-게임-feat.animate-함수>

# USER INTERFACE

## MAIN MENU

CHOOSE GAME START, TUTORIAL, RANK, AND END FROM THE MENU

## EFFECT

ADD ANIMATION EFFECTS WHEN FLIPPING CARDS OR MATCHING OCCURS, INCLUDING SOUND.

## FEEDBACK

SHOW THE MESSAGE "MATCH!" WHEN THE CARD PAIR IS CORRECT, AND THE MESSAGE "MISS" WHEN IT IS INCORRECT.

## GAME BOARD

THE USER CAN CLICK TO FLIP IT OVER.

MY PLAN





03

# ALGORITHM

01

## INITIALIZATION

SET UP THE GAME BOARD.  
ALL CARDS ARE PAIRED AND  
SHUFFLED.



03

## MATCHING LOGIC

WHEN TWO CARDS ARE FLIPPED, CHECK TO SEE IF THEY ARE PAIRED.  
IF THE TWO SELECTED CARDS ARE PAIRED, DISABLE THEM ON THE BOARD  
IF THE TWO SELECTED CARDS ARE NOT PAIRED, FLIP BACK TO THE BACK  
AFTER A WHILE.

KEEP TRACK OF THE STATUS OF THE MATCHED CARDS AND CONTINUE  
THE GAME UNTIL ALL THE CARDS ARE MATCHED.



03

## GAME OVER

THE GAME ENDS WHEN ALL  
THE CARDS MATCH.  
IT IS POSSIBLE TO DISPLAY  
WHETHER THE GAME IS  
SUCCESSFUL, THE TIME  
REQUIRED, AND THE SCORE.



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THANK YOU



MIRI CENTER