# Memory Rules.

1. Shuffle the cards.
2. Lay them in rows of 8, face down.
3. Player one starts by turning over any two cards.
4. If the two cards match, player one adds one to score and the cards are removed.
5. If they don't match, turn them back over.
6. Now the computer picks two at random.
7. If the two cards match, computer adds one to score and the cards are removed.
8. If they don't match, turn them back over.
9. The game is over when all the cards have been matched.
10. The player with the highest score wins.

# Logical Steps.

1. The game is loaded and the display screen shows in the window.
2. Display new game button.
3. Create cards and add to deck.
4. Shuffle deck.
5. Assign cards position and picture.
6. Create table and add cards face down in rows of eight.
7. Display start game rules.
8. Prompt tick box and “not display this when a new game is started.
9. If tick box is selected, turn off tick box.
10. If card pressed, Card == True (card flipped). Card cannot == False if pressed again.
11. If two Cards == True, rank is compared.
    1. If match, added one to score and remove two cards
    2. If not, flip both.
12. Condition medium: if six matches, shuffle cards, set positions, display.
13. Condition hard: each flip rank and position is stored. If three matches, shuffle cards, set positions, display, stored rank and position erased.
14. If no cards on table, end game, compare score and display winner or loser.
15. Display new game button.