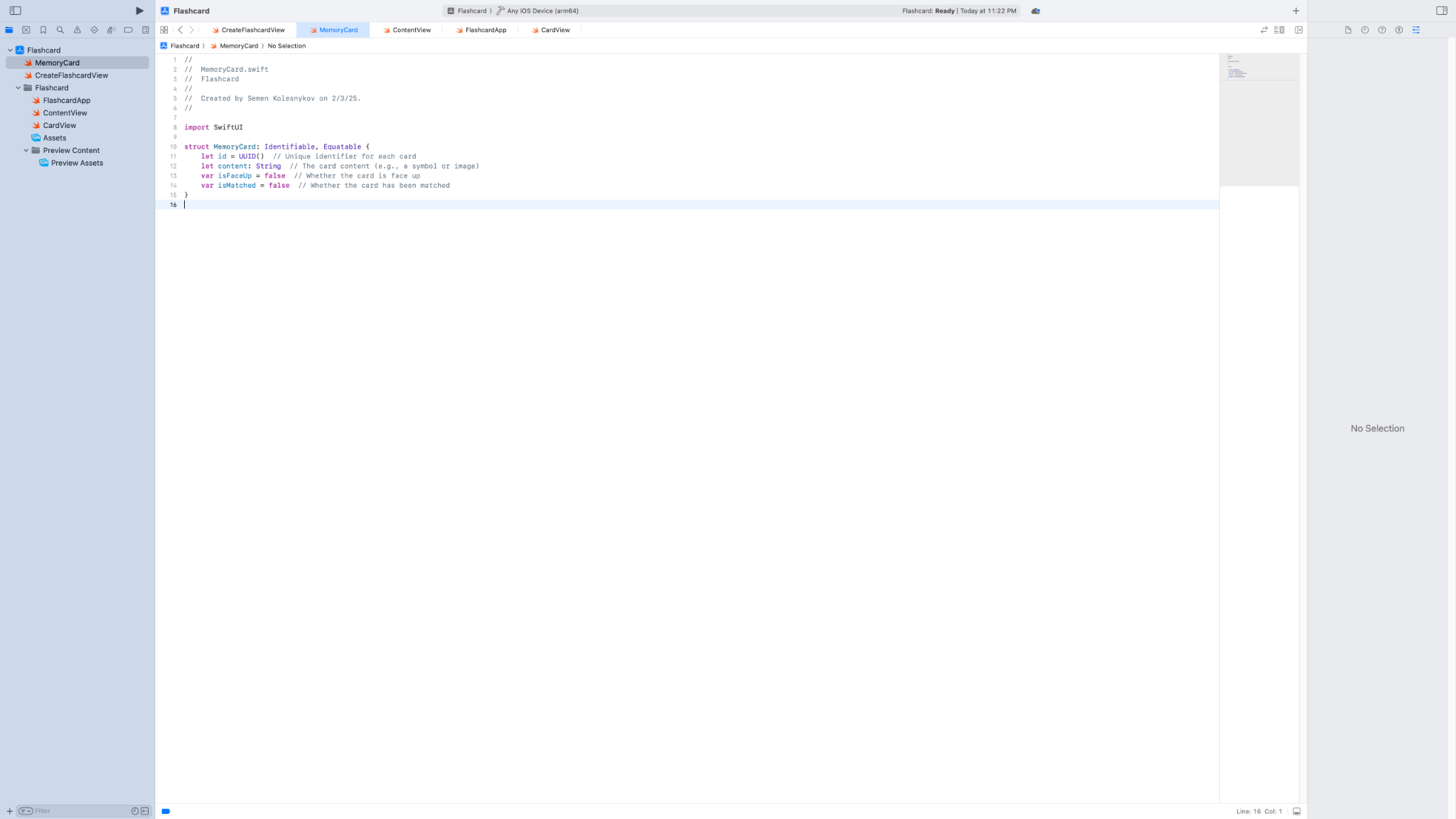
Memory Game Project Walkthrough

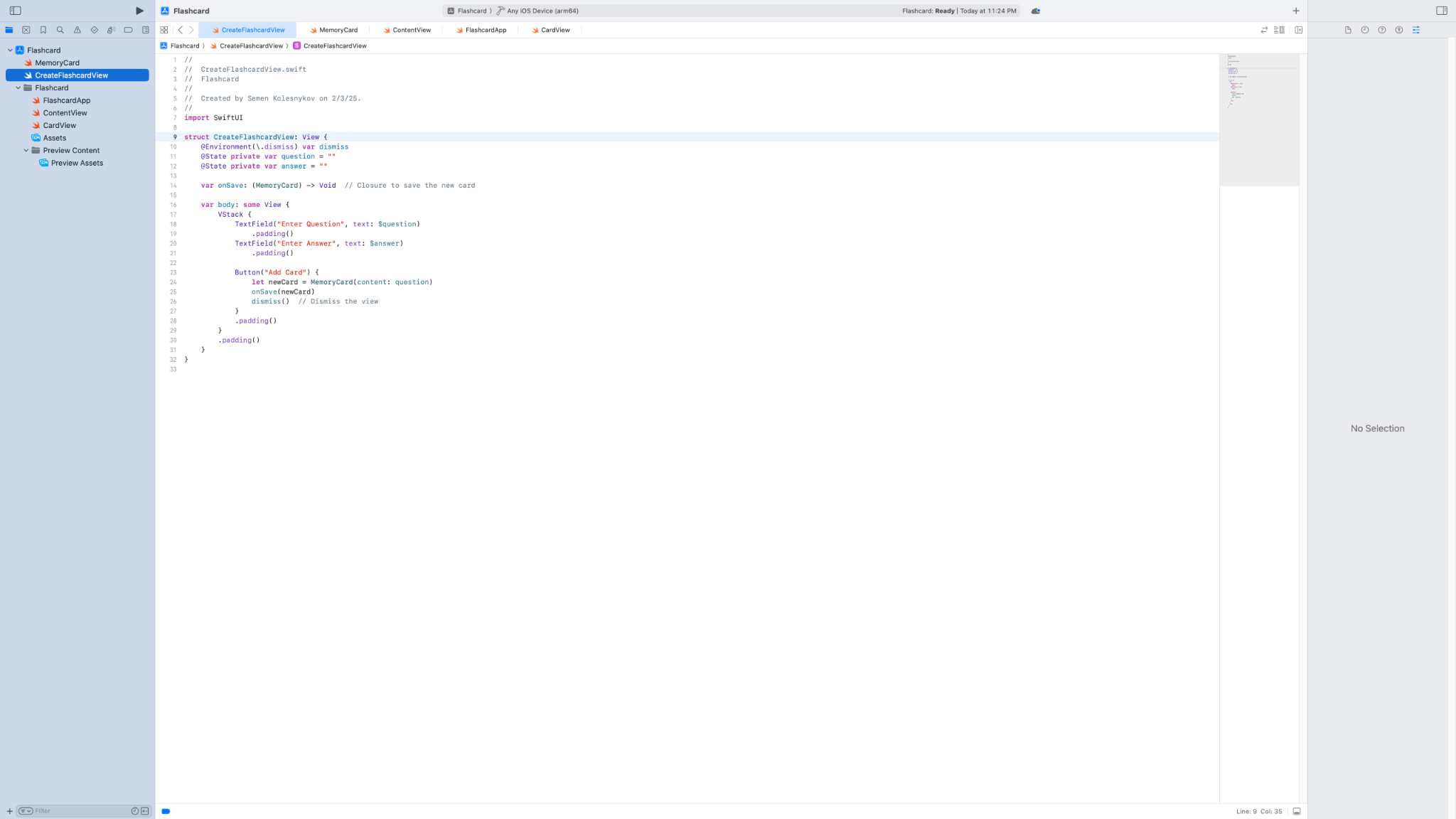
**⚠️ Note: Unfortunately, this is the only form of demonstration I can provide. I’ve been working exclusively on FIU library computers, which in most of cases and programs failed to run iOS simulators due to extremely outdated and underpowered hardware. Additionally, these machines do not allow the installation of third-party recording software such as OBS or screen capture tools. Because of these constraints, I was unable to create a proper walkthrough video.**

**However, I have included screenshots along with detailed explanations of every part of the code I wrote myself, so reviewers can clearly understand the core functionality and logic behind the app.**

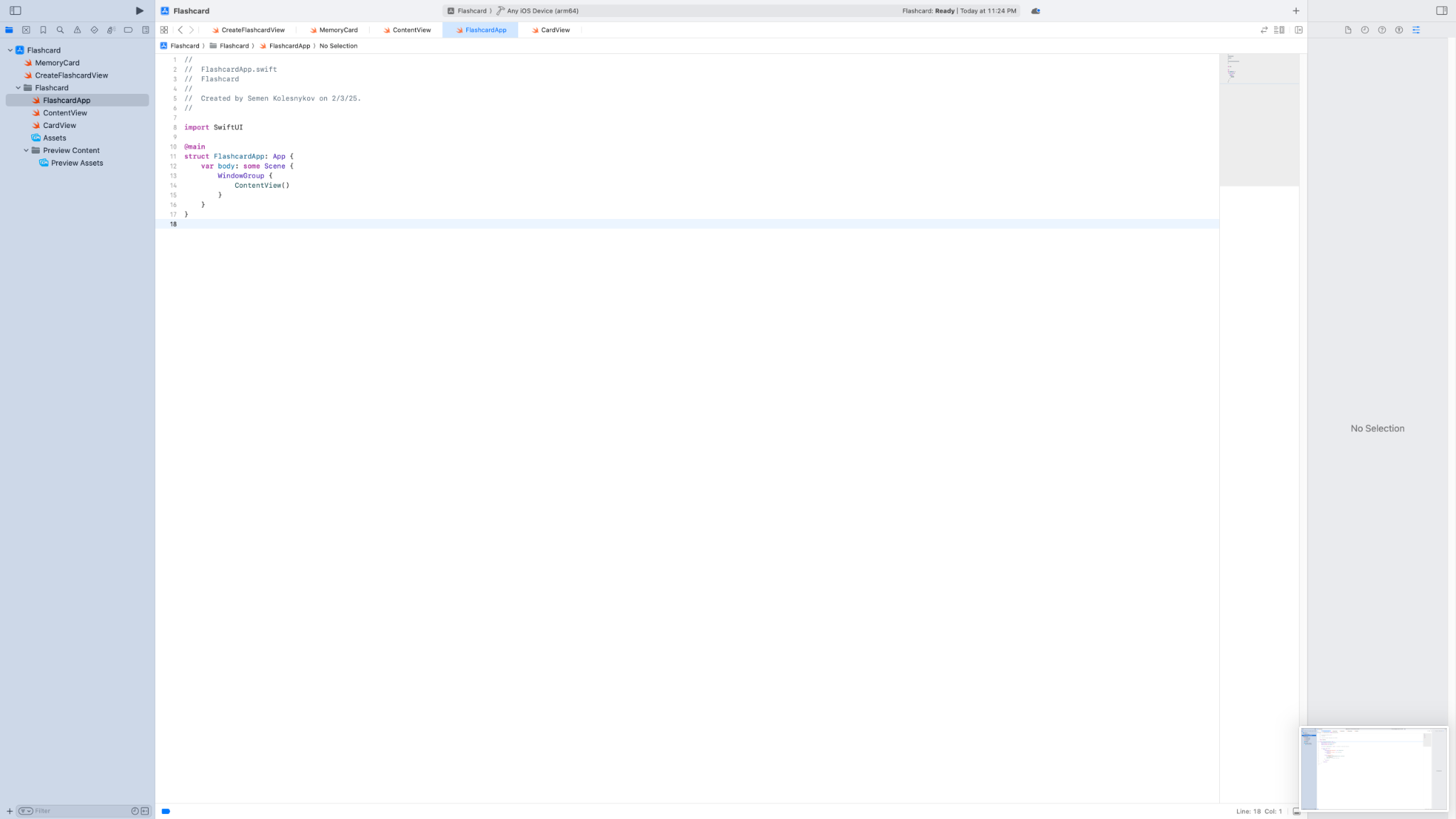
This is the data model for the memory card. Each card has a unique ID, content, and boolean flags to track if it’s face up or matched.



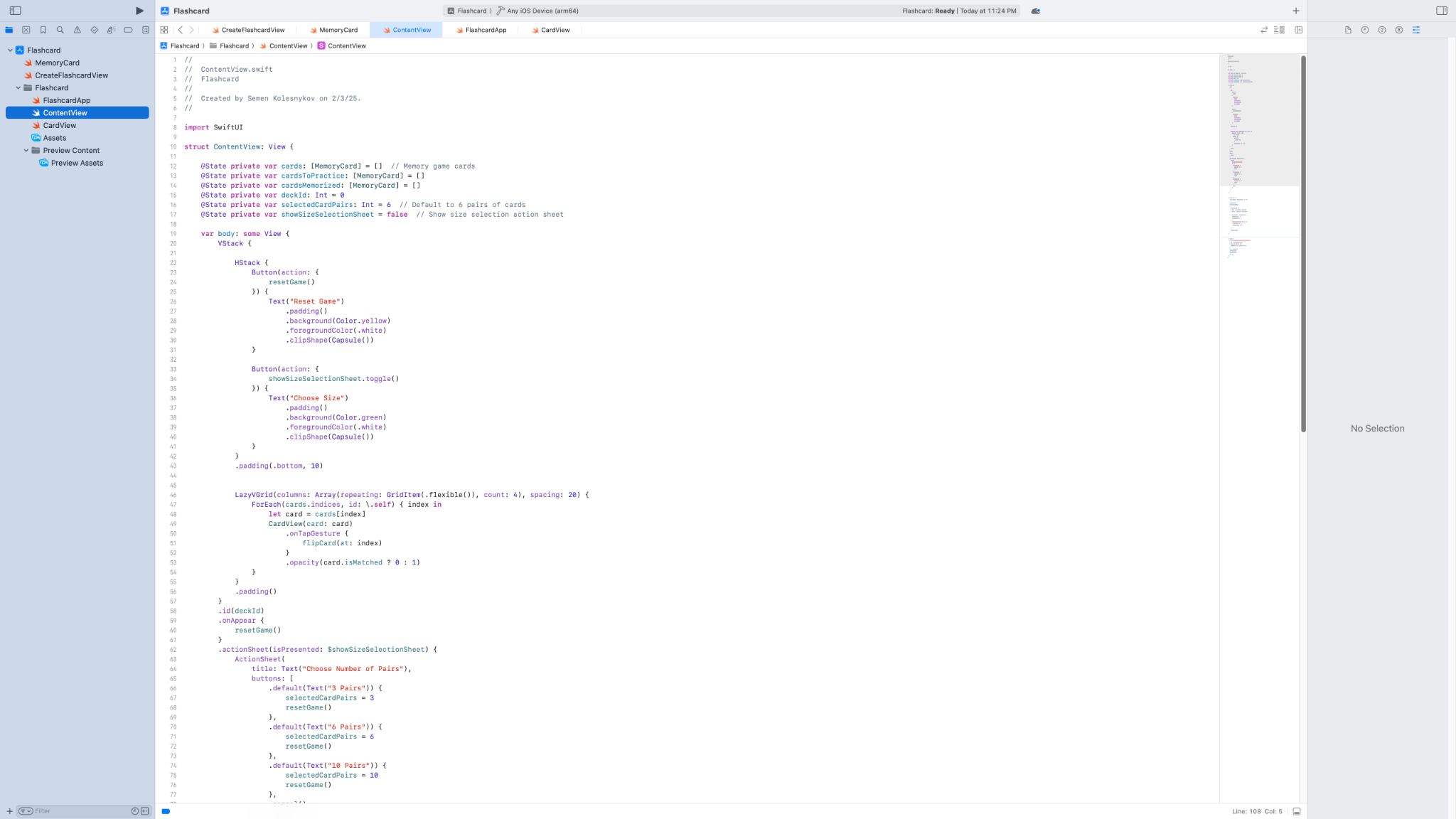
This view allows the user to create a new flashcard by entering a question and answer. When 'Add Card' is tapped, the card is saved and the view is dismissed.



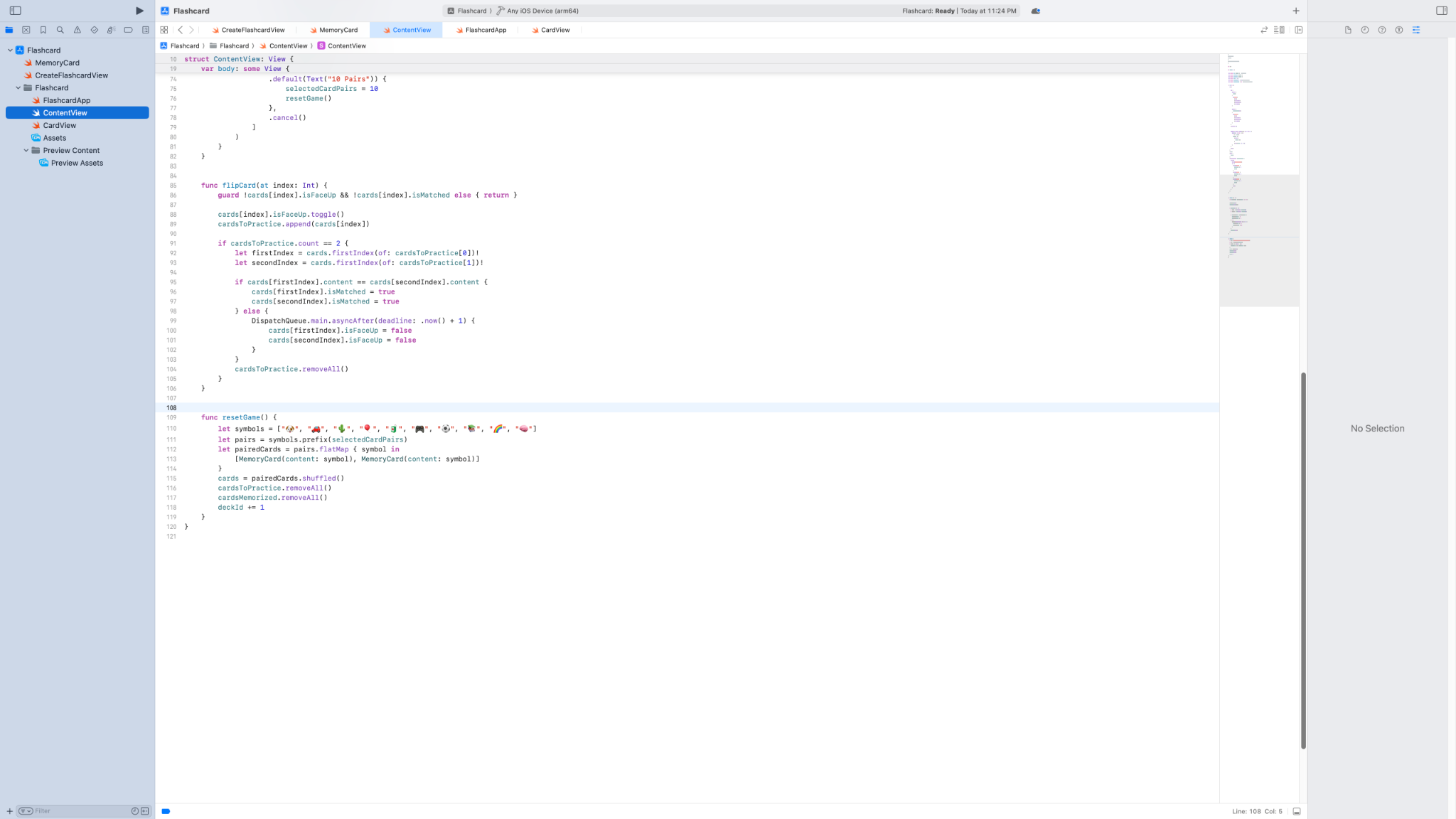
This is the main app struct which defines the app’s entry point. It launches the ContentView when the app starts.



The ContentView is the heart of the app. It manages the game logic, including card flipping, matching, and reset. It also includes buttons to reset the game or choose a deck size.



Here you see the matching logic in action. If two selected cards match, they are marked as matched. If not, they are flipped back over after a delay.



This view represents each individual card. If the card is face up, its content is shown; otherwise, it displays a blue rectangle.

