

### M&M Squares (Memory & Matching)

→ Resembles card-matching games, in the sense that there will be many cards laid out and a maximum of two visible at any time. You make cards disappear by turning over one and its match (the same picture or word) at the same time, thereby pairing them off. The time it takes to complete the game will be recorded with a timer so it can display the player's best time. When you increase the difficulty the next game has even more cards to match.

#### Current functionalities:

- Pressing cardMatch button on home screen takes you to the game with the grid on it
- Grids for all difficulties functional and different
- Pressing other button on first Game screen takes you to another screen with text on it
- Definitely did not implement everything I wanted to

#### Trouble found:

- The inability to make instance objects and variables really messed me up.



