PROJECT NAME: Game of Memory

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| FUNCTIONAL REQUIREMENTS | | | | |
| REQ. # |  | | PRIORITY | |
| 1 | Flipping the cards when they are clicked | | High | |
| 2 | If the two successive card clicks are of the same type they are matched and removed | | High | |
| 3 | Score and time values are kept and incremented. | | Medium | |
| 4 | Menu screen with buttons to start and exit the game. | | Medium | |
| 5 | Pause and return functionality | | Low | |
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| NON-FUNCTIONAL REQUIREMENTS | | | | |
| REQ. # | |  | | PRIORITY |
| 1 | | Cards should be recognizable | | High |
| 2 | | There should be enough card pairs | | Medium |
| 3 | | Transitions between screens should be fast and responsive | | Medium |
| 4 | | Gameplay speed should match player expectation | | Medium |
| 5 | | Cards should look interesting | | Low |
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