

Software Requirements for Memory

Memory

Created by Shana Glazer

Overview

This document describes requirements for the software implementation of the classic game of memory. This software will allow two players to play against each other. A description of the game plus the requirements of this implementation are provided below.

The game

Two players are presented with 30 playing cards. The players take turns opening a pair of cards. Player who picks two cards of the same letter – one uppercase and one lowercase gets a point. The winner is the player with the most points when the cards are finished. No way of ending the game with a tie.

Software implementation

UI elements

The software will present the memory game with the UI elements listed below.

- 5x6 Grid of buttons

- Start game button

- Two score labels - one for player

- Label to display messages – players turn, matching pair, and winner.

Player modes

There is just one mode in this game – two players. Each player has a turn to click on two cards and if he gets a pair the score goes up by a point.

Software requirements for memory

Game process and rules

1. The game starts when the player clicks Start. Until then all buttons should be disabled. The message label should say “Click Start to begin the game”.

2. After Start is clicked: “Player A” is displayed. A takes turn by clicking two buttons, the cards stay opened for 5 sec’. Message switches to “Player B”.

3. When there is a pair – Message “You got it!” + players turn. Score goes up. Buttons should become enabled.

4. When all buttons are clicked display winner. Winner's score label should switch colors.

5. During the game the Start button should be disabled.

