Memory Card Game

Pure Michigan Edition

Release 1.0

<https://github.com/steadows/Memory>

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(Coming Soon)

Project Description

Our goal was to recreate a childhood favorite game, Memory. We chose to give this game a unique feel and use cards that had a Michigan theme, so we gathered logos from several institutions, sports teams, and businesses from around the state.

For the first release, we wanted to implement a single player mode that allows the player to select the different cards on the board to see if they can clear it by matching all the cards. This single player mode will have a timer so the player can see how fast they can collect all existing matches.

Features

* Single player “Traditional” Mode
  + User interface allows user to select the traditional mode which affords the user no time limit to collect all matches.
* Traditional mode has 3 different levels. Once Level 1 has all matches cleared, the user graduates to the next level.
* This mode features a clock that allows the user to see just how fast they cleared the board of all matches.
* This mode also keeps track of all matches made with a match counter.