Reference Manual for Matching Game

Back to Menu Button

A button that allows players to return to the main menu from any screen, including the **Game Over Screen** or during gameplay.

File Storage

The game uses a `leaderboard.json` file to persist player scores. The leaderboard statistics remain available after closing the application.

Game Board

The main interface where the matching game takes place. It displays a grid of tiles hiding the images players need to match.

Game Over Screen

A screen displayed when the player completes the game or runs out of time. It shows the player's final score and provides options to replay the game or return to the main menu.

Leaderboard

A feature that keeps track of player scores across different difficulty levels. It supports storing the top 5 scores, sorting, and displaying results categorized by levels (Easy, Medium, Hard).

Level and Level Buttons

The difficulty level of the game. Players can choose between **Easy**, **Medium**, and **Hard**, each affecting the game's complexity and time constraints.

Matching Items

The core gameplay mechanic where players match two identical color boxes hidden behind tiles.

Player Name

The identifier used for storing a player's score in the leaderboard. Players are prompted to enter their name when saving their scores.

Restart Button

A button available during gameplay or on the **Game Over Screen** that allows players to reset the current game and play again with the same level and settings.

Save Score

Function that prompts players to save their scores to the leaderboard.

Score

A numerical value representing the player's performance. Scores are based on the number of correct matche to complete the game.

Start Game

An option to initiate a new round of the matching game. Players choose a level, and a randomized game board is generated.

Tiles

Clickable game elements that conceal the color. Players reveal the colors by clicking on them, goal is to match pairs.

Visual Feedback

Color changes provided when players successfully match tiles or fail to do so.