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|  |  | Memory Game  By Sun Woo Kim |

# Design Brief

## Primary Objective

Design and develop a memory game using python and its modules. I will be using Python 3 and the Pygame module since it is easy to make simple games like this memory game.

## Target Audience

The target audience is for everyone. The game can be played by people of any age.

## Project Specifics

The features required in this project include:

* A random 6 characters generator using any method
* At least one sub-program and at least one function
* The game should be visually appealing
* The game should be intuitive for the user
* The code should be commented
* The game must include a help/instruction screen explaining to the user how to play the game

# Detailed Design

## Sketches