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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

<Sketches.pptx>

## Program Specifications

My memory game generates 6 random characters and the player is given a time frame in which they will have to remember the characters generated. The time frame will be different depending on which difficulty has been chosen. Some limitations of the program are that the timer functions in Pygame causes the game to freeze until the timer is finished.

## Diagrams

IPO

A screenshot of a cell phone

Description automatically generated

Dataflow

A close up of a logo

Description automatically generated

# Algorithm Design

## Pseudocode

[Game/Source Files/pseudocode.txt](Game/Source%20Files/pseudocode.txt)