

# Point to Point: Let's Visit Eretz Yisrael

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## Overview

This document describes requirements for the software implementation of the game Point to Point. This software is based on the classic memory cards game and will allow the player to play against themselves. A description of the game and the requirements of its implementation are provided below.

## The Game

The player is presented with two grids, each filling a third of the game board. Each grid is filled with 8 cards. The last third of the game board is a map of Israel. Clicking on the cards in the top grid displays the name and image of a famous destination in Eretz Yisrael – (Image Card). Clicking on the bottom grid displays the name of the destination (Name Card). If the destination and the information don't match, the cards are returned to their original state. When the player matches up the destination and the information, the cards disappear from the game board, and a destination icon is displayed on the map of Israel showing the destination's location. The goal of the game is to empty the game board by selecting two matching cards during each round. At the end of the game, all the destination locations are identified on the map.

## Software Implementation

### UI elements

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

- 2 grids of 2x4 cards
- 1 map of Israel
- Reset button
- Feedback Message Bar

### Player Modes

There is only one mode of play where the player plays against themselves. During each round, the player can select one Image Card and one Name Card. The round ends when two cards are selected: if the cards match, they disappear from the board, if they don't match, the cards are returned to their original state.

## Game Process and Rules

- The board is displayed with 16 blank cards. Image Cards are displayed in one color. Name Cards are displayed in another color. The Feedback Message Bar displays "Let's tour Eretz Yisrael. Click Start to begin the game".
- After the START button is clicked: "Click a button!" is displayed.
- After a card is clicked: If an Image card is clicked, the message "Can you find the name of this destination?" is displayed. If a Name Card is clicked, the message "Can you find the picture of this destination?" is displayed. If a player clicks on a card in a grid that already has a card displayed, the click is ignored.

## Software Requirements – Point to Point: Let's Visit Eretz Yisrael

- After two cards are displayed: If the cards match, the feedback message bar displays the name of the destination and the corresponding information. A destination icon is added to the map. The cards disappear from the game board. If the cards don't match, the cards are returned to their original state. The message, "Where will we travel next?" is displayed.
- When the game board is empty: "Congratulations! You've matched all the pictures!" is displayed.
- If the player clicks Reset in middle of playing, the game is interrupted and a new game begins.