

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 – (Point). Clicking on the bottom grid displays information about a destination (Point's Point). 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 Point card and one Point's Point 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. Point cards are displayed in one color. Point's Point cards are displayed in another color. The Feedback Message Bar displays "Click any card to start the game".
- After a card is clicked: If a Point card is clicked, the message "Can you find the matching Point's Point Card?" is displayed. If a Point's Point card is clicked, the message "Hey! Which Point are we describing?" 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 Point 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: An image of Eretz Yisrael is displayed.
- If the player clicks Reset in middle of playing, the game is interrupted and a new game begins.