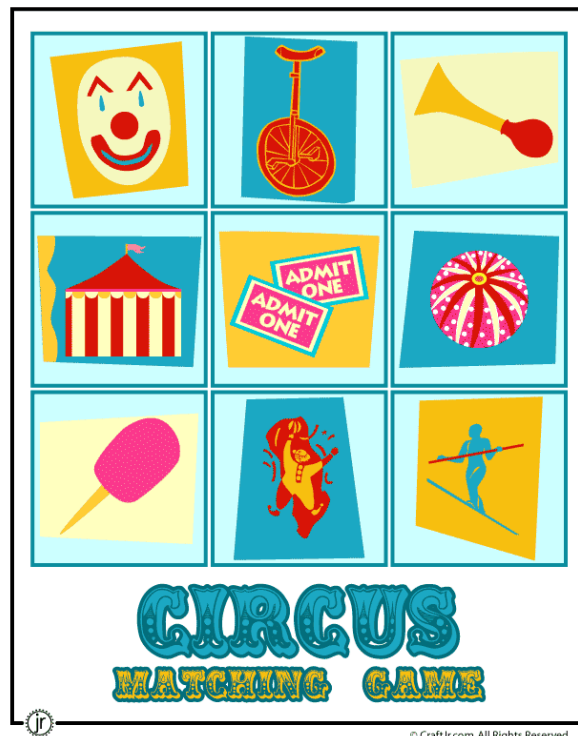


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Match Mania



Overview:

Match mania is a 2-dimensional card matching game. If a player selects a pair of cards that are the same, that specific pair of cards will disappear until all matches are made. After clicking start from the menu, the game will go into round 1, which will have 3x3 cards to match. Round 2 will have 4x4 cards to match. Round 3 will have 5x5 cards to match. Difficulties will vary between being about to match 2 pairs of cards, 3 triplets of cards, etc. The rounds will be limited by a timer (30 secs per round) and +2 secs will be added if a match is made.

Technical Requirement:

- Programming in C++
- Graphics with OpenGL
- Mouse Inputs

Features:

- 2D layout of a board
- Top Down perspective of cards
- Each card will have a unique, matching image
- Main Menu with selectable options
- Set amount of chances before a loss
- Game rounds
- Scoreboard or win/lose message
- Timer

Controls:

- Point and click

Goals:

- Special animations that reward correct guesses
- Moving images in the background as the round progresses

Potential additional features:

- Different game modes including a time trial and freeplay where the user gets to set the dimensions of the board
- Unlockable 'card selectors'
- Combination of correct guesses streak and time taken could be used to make a scoreboard