

# Memory Mix-up

Test your memory



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## OVERVIEW:

Our goal is to recreate one of the minigames that is available on Mario Party. Our game is going to be a recreation of Messy Memory. It is a game that requires the player to memorize the locations of several objects in a certain amount of time. Once the time has expired, the items are shuffled, and it is up to the player to put them back into the correct position. In our implementation of the game, we will implement lives and a score system. We will also be implementing a difficulty selection, where the user can change the amount of items shown and also change the time allowed to memorize.

## TECHNICAL REQUIREMENTS:

C++ Programming  
Graphics via OpenGL  
I/O Device Mouse

### Overall Goals:

Start Menu that include Start Game, Volume Toggle, Exit Game

Hand Selection Tool – Choose the Hand to Pick up Items

Difficulty Selection – Easy, Medium, Hard Difficulties that determine amount of items and time to memorize

Progression Counter – Keeps track of successful memorizations

### Stretch Goals:

Game Sounds – Soundtrack & Selection/Drop Noise

Reward System – New Hand rewards based on Progression

Rank System – outbound progression tracker

### Controls:

Mouse left click and hold to move item

Mouse left release to place item.