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Project/Game: Memory Mess

Our project consists of memory cards of cute little puppies! The code allows you to select pairs. If your pair matches, a celebratory sound will play in victory. However, if your cards do not match, a mourning sound will play in defeat. After all the cards are clicked, a message is revealed that says the player won.

The cards work under one class with an array with elements from 0-1 that help control the reveal of the dog fotos beneath them. The music works by downloading the sound library and writing certain code that takes a converted mp3 you need to upload to the file and plays it. Images work similarly, as you upload them to the sketch file and then you are able to call them in the code. The font is created in the tools section and then applied in the code.