


G. Narayanamma Institute of Technology & Science (For Women) (Autonomous)

Accredited by NBA & NAAC, an ISO 9001:2015 Certified Institution
Shaikpet, Hyderabad-500104

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

<GN-R-18> (2022 - 2023) II B.Tech II Sem Hobby Project
on "Memory Game"

Abstract

The Memory Game project is all about complete browser based card matching game in Java. The memory game can be seen as a game of strategy. It is simple and perhaps unexpected. It supplies an interesting example of concrete mathematics of the sort used in the analysis of algorithms. The aim of the game is to match all the cards in the grid by finding matching pairs until all the cards have been successfully matched. The game board consists of cards arranged in grid. The deck is made up of different pairs of cards, each card with different symbols on one side. The cards are arranged randomly on the grid with the symbol face down.

The game play rules are very simple: flip over a hidden card at a time to locate the ones that match. Main purpose of this Memory Game in Java is to provide leisure time activity. Short-term memory is key to playing memory games and playing them often will improve function in this area. Playing memory game can improve other brain functions, such as attention, concentration, and focus. It also improves visual recognition, give space to critical thinking and that helps children nurture their attention to detail.

H/W & S/W Requirements

Hardware Requirements: Intel Core i5 processor,64-bit operating system,16GB RAM,4GB Graphic card

Software Requirements: Java Development Kit (JDK), HTML, CSS, Java

*Dept R&D: Yes / No

* If No : GNITS




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