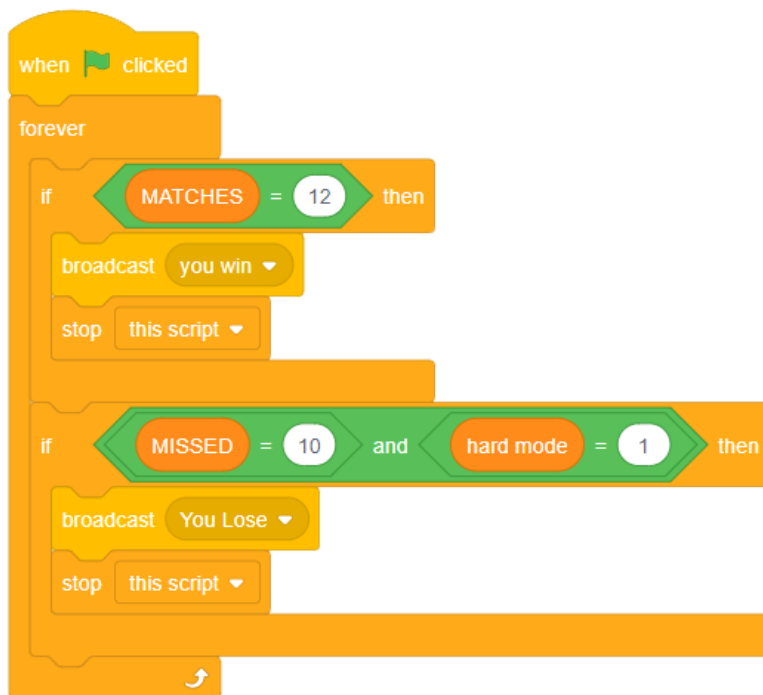


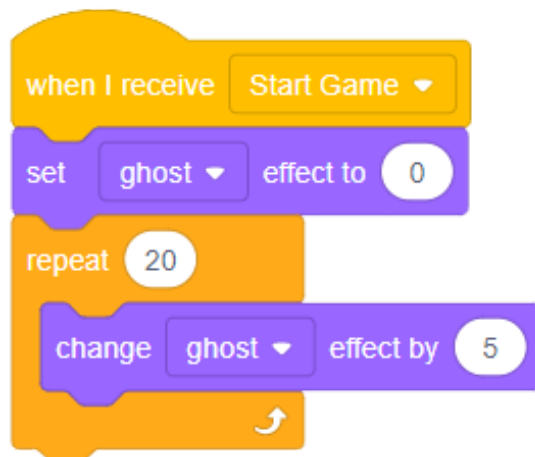
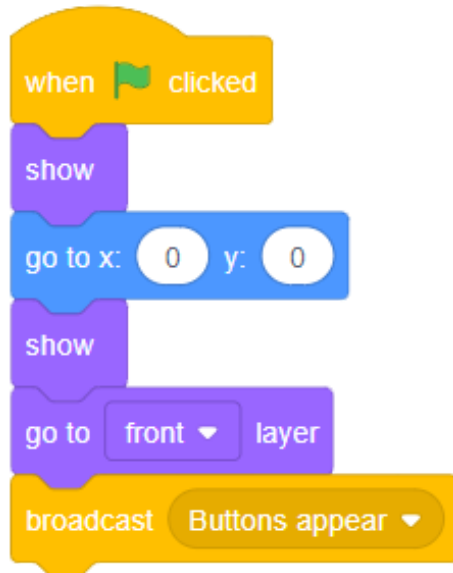
# ***MEMORY GAME***

I wanted to try a fun card game today, but after a few hours of intensive coding, I realized it was way too complicated to teach to a class at this level. We'll be working with a file that's already mostly complete, focusing mostly on some Intermediate techniques for adding pizzazz to your existing games. We'll create a splash screen that appears before you play the game, and also add the ability to switch between different game modes.

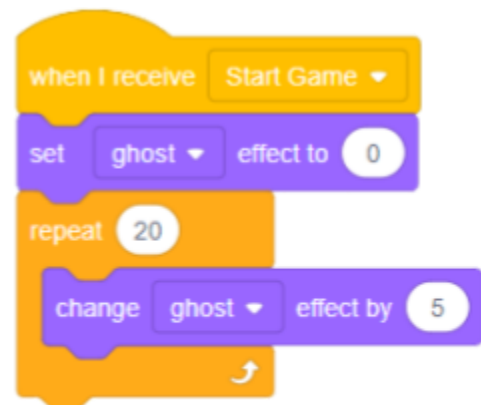
## ***CARD BACK***



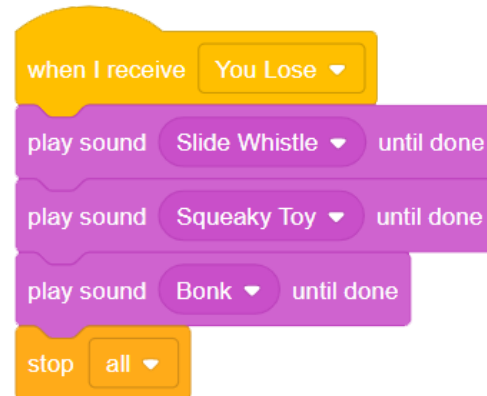
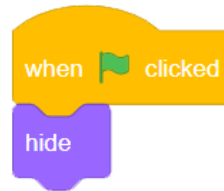
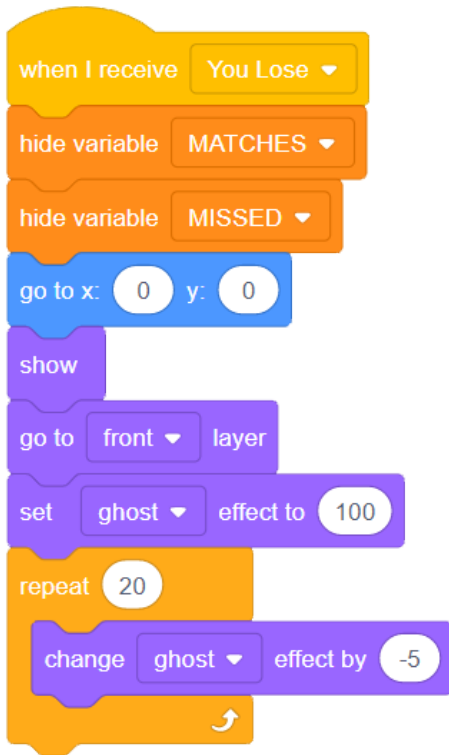
## ***HARD/FUN MODE BUTTONS***



## ***SPLASH SCREEN***



## YOU LOSE



## YOU WIN

