DESIGN OF MATCH-A-FACE-O-RAMA

Instructions

Study the Match-A-Face-O-Rama program. Then complete the following table:

Rules of the Game	*Design of the User Interface*
Storage of Pictures	*How Pictures are Revealed/Hidden*
How Matches are Detected	*How Pictures are Hidden again when not Matched*
How Pictures are chosen at Random	*How Pictures are Arranged in Random Order*
How Number of Matches/Incorrect Guesses Stored	*How the End of the Game is Detected*
Event Handlers	*Other Procedures (including Functions)*
Global Variables, Arrays, Lists, etc	*Global Constants*

Other Issues