

CSC 502 PROJECT 4
CARSENTRATION, PART2

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Complete the Carsentration game. Set it up so that the game keeps track of the number of cells not yet cleared.

When a user clicks on cell that is already cleared, nothing happens.

If a user clicks on a cell that is already showing, nothing happens.

If a user clicks on a cell that is hidden when no cells are showing, the hidden cell shows the image in that cell.

If a user clicks on a cell that is hidden when one other cell is already showing, the game sets a timer for one 2 seconds. At the expiration of the two second period, the two cells that are showing are both cleared if they are showing the same image, but they are both covered up again if they are showing different images.

The game ends when all cells are cleared.

1. DUE DATE

This is due Monday of Week 9.