

**Mr. Giansante**



# **Visual Basic**

## **Concentration**

**August 2016**

# Concentration

## Difficulty Level:

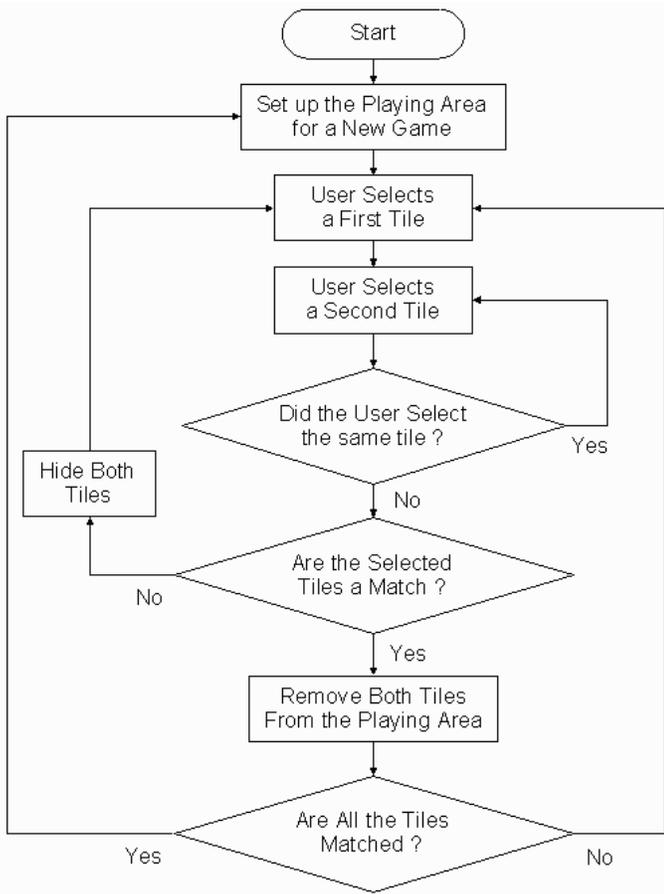
Beginner  
Intermediate  
Advanced

## Help References:

Design a Visual Basic program that simulates the child's game Concentration. Your game should be played on a 5 by 6 grid.

The object of Concentration is to locate matching pairs of tiles. When you locate matching pairs, they disappear. The game is over when all matching pairs have been discovered.

Your game should have a timer to let the player know how much time it has taken them to complete the game. Your program should keep track of a high score (saved in a text file).



# Concentration

Please fill out all the information in this column using a pen before getting this assignment marked.

\_\_\_\_\_  
Name

\_\_\_\_\_  
Date

\_\_\_\_\_  
Class

## Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

\_\_\_\_\_  
Signature

\_\_\_\_\_

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## Pre-Marking

The following people have pre-marked this assignment: (minimum of two)

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\_\_\_\_\_

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## Deductions

Each  which is checked indicates the item was not satisfactory and results in the loss of one mark.

Deduction for late assignment is 1 mark per day.

Deduction for program crashing is 2 marks.

## User Interface

- Appropriate Text in Title Bar (Form.Text)
- Separators and Access Keys in Menu, Capitalization
- "Exit" DialogBox meets requirements
- "About" DialogBox meets requirements
- Efficient and Esthetically-Pleasing User Interface
- Appropriate controls are used
- Spelling and Grammar are correct

## Code / Programming Style

- Variables are declared and logically named
- Code is commented where appropriate
- Code is indented and spaced to show
- Code is efficient

## Work Ethic / Problem Solving Skills

- Problem Solving Skills are demonstrated
- Makes Productive Use of Time
- Only Seeks Help when Necessary

## Program-Specific Criteria

- New Games can be generated
- The user can turn over two tiles
- Clicking on an already overturned tile does nothing
- The tiles are hidden after a fixed amount of time or when the user clicks on a third tile
- Matches are detected and hidden
- A message appears when game is solved
- A time shows how much time was taken

## Comments

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**Mark** \_\_\_\_\_ / 10