

# Technical Requirements - Gift Memory Match

Challenge is accessible on Memberspot: <https://pl-coding.mymemberspot.de/library/jx3b7Qik9ip5qpNI8IF2/xLKs08sdiaFgUoXaNS9g/OXnN4yRwKVKkbQrXe9V-Q>

## Scenario

You're helping organize a birthday party, and someone forgot to label the gifts. Now you're stuck playing detective, trying to remember which guest brought which gift. The twist? You've turned it into a game for everyone else. Build a memory-matching game where guests and gifts are hidden behind cards — match them all to win the party planner's eternal gratitude (and maybe cake).

## Figma Mockups

<https://www.figma.com/design/ZHKMtYIFynRiOr1vDZRIHN/Birthday-Celebration-Challenge?node-id=1-30&p=f&t=yqoYoxfl3CSms8XY-0>

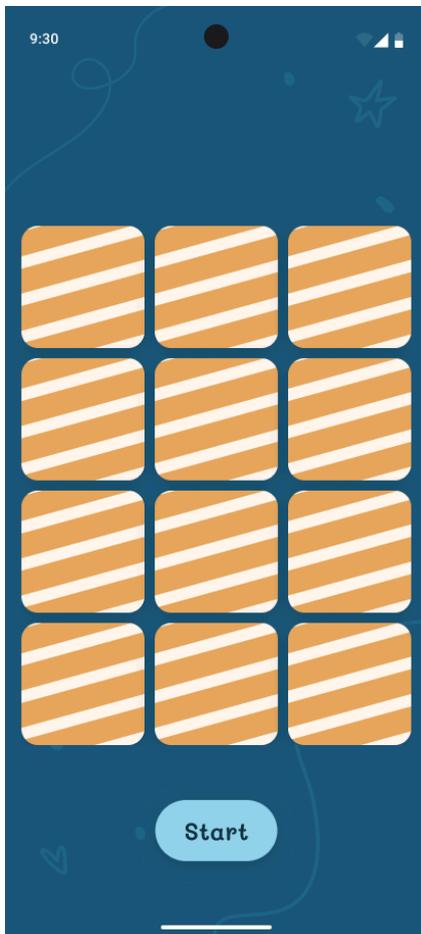
## Feature Goal

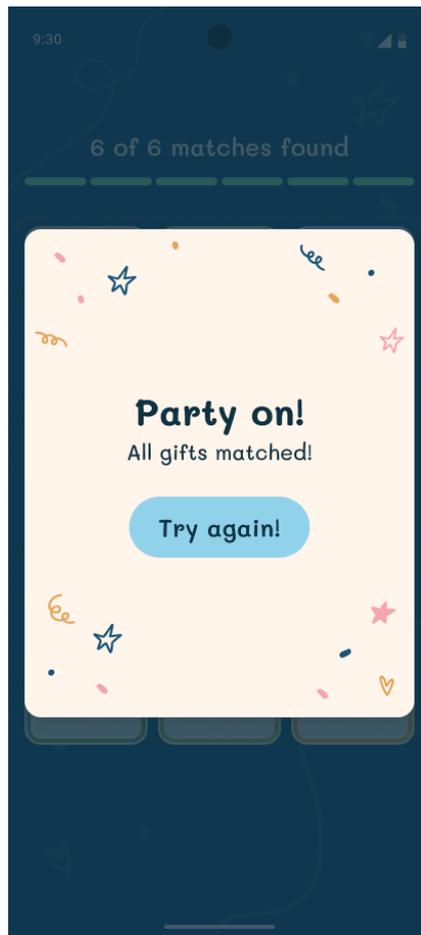
Create a flip-card memory game where players match guests to their gifts.

## Requirements

- Fullscreen blue background
- 3×4 grid of cards with rounded corners
  - Each card has two sides, a front and a back
  - The backs all look the same: white with orange stripes
  - The front of each card has:
    - A colored border
    - A graphic and text in the center of the card
- CTA button "Start"
  - On tap flip all grid cards around to reveal their fronts
  - After 3 seconds, flip them all to their backs again
- When cards flip between their fronts and backs it must be done via a basic flipping animation
- Once the cards have flipped to their backs, the user can start interacting with the screen
  - Also show the progress bar with text above the grid when the game starts
- Tapping any card will flip it to its front and remain there
  - A flipped card can't be flipped to its back by the user
- Tapping a second card will also flip it
- If the cards are a match then they remain on their fronts and the progress bar and text updates
  - Cards with the same border color match with each other
- If the two cards do not match, then they flip back to their backs after a short delay (2 seconds)
  - During this delay, the user can't flip other cards

- Once all matches have been made, show a success dialog
  - The button in the dialog resets the game
  - Dismissing the dialog also resets the game





### 🤔 What's Allowed?

- Standard Android/Jetpack libraries
  - 💡 Here is an example of what the card flipping animation can look like:  
<https://uploads.sitepoint.com/wp-content/uploads/2024/02/17078737345.gif>
- No 3rd party libraries are allowed or would be required to complete this challenge

### ⚠️ What's not important

- Fancy animations — simple flip indicators are fine
- Perfect memory game logic — just avoid bugs like double-flipping the same card
- Perfect recreation of the mockup - it just needs to reasonably resemble the mockups
- Responsiveness across every device size or orientation is not mandatory.

### 🧠 Disclaimer

Focus on your match logic and state coordination. If your cards flip, delay, and match correctly — you're golden. If they don't... well, guess who's getting cleanup duty after the party? 🎁🧹

### 🏆 Submission & Rewards

- A successful submission of this challenge via the `/submit-challenge` command on Discord grants you **150 XP**. You can use it in any channel on [Discord](#) :)
- A successful submission consists of these parts

1. A link to a Gist showing your code for this challenge.
2. A screen recording (90s max) showcasing you completing a round and then resetting it afterwards