



15 March 2004 y.

<http://bazon.n-chelny.ru>

License agreement

This product distributes “*as is*”. It means that authors *do not have any* amenability for possible program actions that can do data loss, computer shock or other negatives.

“MemoryGame” have realized with open source, so you must follow some rules if you using that source (in file descriptions common branch is src/ru/-nchelny/bazon/MemoryGame):

- Following rules are valid for all source excluding files in notBAZON directory (this part is not BAZON Group developing, so see its own licenses if they have);
- You can use sources of game, add or modify code. If you want to distribute (present, sell, distribute via net) that modified product you must also distribute source to him;
- So link to BAZON Group in code not necessary;
- But in documentation you must describe license agreement on BAZON Group part of code;
- This source rules are valid on original BAZON Group themes (Turtle, hrumer) with limitations, described in binary rules and do not included in source code distribution;

When distributing binaries you must follow next rules:

- Distribution must have minimal structure described in *Appendix*;
- BAZON Group rights reserves on a structure and graphical theme content. It means that pictures-pictogramms distributes with source rules and sound theme file composition cannot be changed and its distribution rules is *.wav files distribution rules;
- *.jar packets composition rights reserved to BAZON Group. Its content cannot be changed;
- Themes or language properties you can complete with your owns. In that case they must be archived into separate packet. So you can reserve your right by license and write documentation (they can be in any place in MemoryGame branch) but you cannot change distributed packet name (For example: MemoryGame from BAZON Group with new Vasya Pupkin theme);
- Shell files (For example *.cmd, *.sh, *.bash etc.) you can write and modify as you want without limitations. Distribution has only preliminary variant of game start;

Introduction

MemoryGame from BAZON Group – game-gift. It created in the name of Hrumer//BAZON Group birthday (15 March).

MemoryGame – game for memory training and associative thinking evolution. It suitable for before school and after highschool children.

In special themes using case can be increased attentiveness, memorize speed;

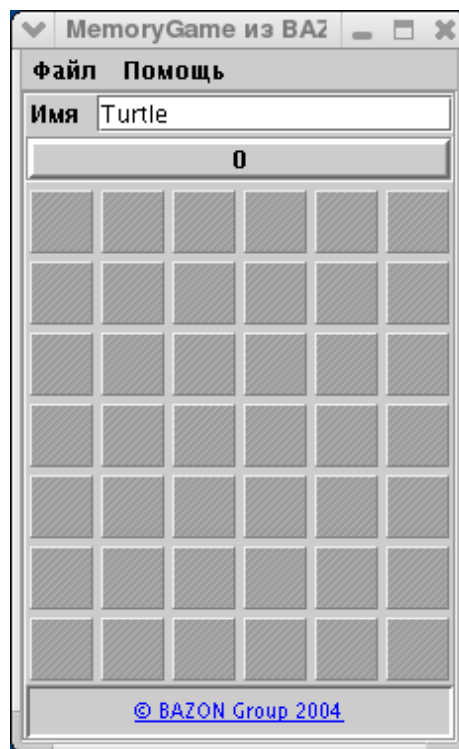
In different game levels using case can be increasing of memorize volume and memory evolution in any directions.

Results saving ability allow to analyze memorizing stability. Do additional actions after results analyzing.

And end of all game allow simply to play in it.

MemoryGame describing

After loading game we can see window like this.



It consist from menu, game and information fields.

Game menu can see as follow tree:

- File – basic menu;
 - New game – of course, new game;

- Game level – selecting game level;
 - Easy – select easy level (4x5);
 - Normal – select normal level (6x7);
 - Hard – select hard level (8x9);
- Scores list – scores list on current game level;
- Language – selecting language;
 - Default BAZON – this language for errors occurring during changing language;
 - en_EN – english, England;
 - en_US – english, USA;
 - ru_RU – russian, Russia;
 - ... – additional languages;
- Themes – game themes (pictogramms displaying, sounds playing);
 - Turtle – original theme *Turtle*//BAZON Group;
 - hrumer – original theme *Hrumer*//BAZON Group;
 - ... – additional themes;
- Exit game – exiting from the game;
- Help – some help;
 - Game RULES – short rules;
 - About program – window about program;

Game field consist of some tablets (depends on game level). They can have to states – opened or closed. Closed state characterized with united form reflection. Opened state can have different pictures.

Information field gives string “© BAZON Group 2004”.

Game RULES

Rules are very simple and understandable. On a button pressing it opens. If next opened and previous opened are the same pictures buttons saves its opened state else closed again.

Your own theme creation

If you want to create your own theme (harder, easier or simple other) you can do it very easy. So after completing necessary actions it automatically will be accessible in game.

In begin you must create 37 picture-pictogramms (36 – opened state tablets, 1 – closed state). So tablets you must name begins from “00.png” and ends “35.png”. Closed picture name is “pic.png”. You do not must ignore case “*.png” in lower case. Pictures presence for theme is *necessary*.

If you want to complete your theme with sounds, you should create or compose from existing some sound files:

new.wav – when new game started;

end.wav – when game ends with recordbeat;

open.wav – when button opens;

twins.wav – when tablets are same;

Remind you that letter case are matter.

Next you must to compose files in directory tree (or you can do it in creation time) described below:

- Themes
 - Theme1_name
 - pic – in this directory are pictures;
 - mus – in this directory are sounds;
 - Theme2_name
 - pic
 - mus
 - ...

After that you must to create for this structure jar-archive and add to game classpath (see for that shell start file). For example you can see MGthemes.jar file.

Own language properties creation

This procedure like themes creation. Gets and edits file `MessagesBundle.properties` and saves as `MessagesBudnle_YourPropName.properties` in `props/` directory. Then it packs by jar-archiver and adds to game classpath.

From authors

Authors of MemoryGame is *Turtle//BAZON Group* and *Hrumer//BAZON Group*. You can write them to turtle@alphatech.ru and alexc@n-chelny.ru corresponding. Or you can find them by ICQ 234799385 (Turtle) and 113960456 (Hrumer).

All rights on game reserved to BAZON Group and distribution conditions described in license agreement.

Appendix

Distribution minimal structure:

- doc
 - MGDoc_ru_RU.pdf
 - MGDoc_en_US.pdf
- bin
 - MemoryGame.jar
 - MGproperties.jar
 - MGthemes.jar
- MemoryGame_Data.dtd
- MemoryGame_Data.xml