

Memory Game

This project is a web-based memory card game designed to provide entertainment while improving concentration and memory skills. The game involves flipping cards to find matching pairs, tracking attempts, and displaying game progress. It is suitable for users of all age groups.

Features

- **Card Flipping Mechanism** – Users flip two cards at a time to find matches.
- **Attempt Counter** – Records how many times the game has been played.
- **Restart Function** – Allows users to replay without resetting attempt history.
- **Audio Integration** – Background music plays immediately when the game loads.
- **Responsive Design** – Can be played across different devices.

The cards are stored in an array and shuffled using JavaScript .Event listeners handle user interactions like flipping cards and restarting the game .A counter updates after each completed game, not after each flip .Background music automatically starts when the page loads.

How To Play

- Open the game in a browser.
- Flip two cards by clicking on them.
- If the cards match, they stay revealed; otherwise, they flip back.
- Complete all matches to win the round.
- Restart to play again – your attempt counter will increase.

Conclusion

The Memory Flip Game successfully demonstrates the application of web development skills in building an interactive and engaging project. It addresses the need for entertainment while improving memory and focus. Future improvements may include difficulty levels, a timer, and a leaderboard system.