

MemoryGame



choose font, font color, card size,
amount of pairs, color of card back
and front

start game

distribute pairs randomly
on cards

turn card 1

turn card 2

check if card 1 and card 2 are
same value

if cards are same, delete
both cards

if cards are != turn both cards
after 2 sec

restart game

check if all pairs are found

Memory Game

<h1>

form "main"

Number of pairs

input type : number

Size of Cards

input type : range

Card color

input type : color

Background Color

input type : color

Font color

input type : color

Choose Font

input type : select

Start Game

button type: submit

```

let cardArray: number[] = [];
let cardNumber: number[] = [];
let cardValue: string[] = [];
let cardBox: HTMLElement[] = [];
let startGameButton: HTMLElement;
let pairValue: number;
let pairTrue: number = 0;
let board: HTMLElement;
let main: HTMLFormElement;
let winMessage: HTMLSpanElement;
let seconds: number = 0;
let minutes: number = 0;

```

load window

addEventListener
("click")

handleLoad

turn cards

handleLoad

hndchange

_event: Event

startGame

compareCards

turnCards

_event: MouseEvent

startTimer

Timer

winCheck

```

board document.querySelector
startGameButton document.querySelector
message document.querySelector
main document.querySelector

```

div main.addEventListener

submit

hndchange

⌂

```

let formData: FormData = new
FormData(document.forms[0]);

```

```

let formData: FormData = new
FormData(document.forms[0]);

```

startGame

⌂

push pairAmount
and cardValue

sort cardArray with
math.Random

add:
background color
font
card height/width
card color
font color
to cardValue

card.addEventListener

click

turnCard

⌂

make board class =
visible

startTimer

⌂

querySelector("span")
remove visible

compareCards

⌂

setInterval

```

if (seconds == 60)
seconds = 0;
minutes++;

```

