**JavaScript grid-based games: (**<https://www.youtube.com/watch?v=lhNdUVh3qCc&t=53s>) by free code camp

**Memory game**:

Things we are going to cover:

1. push()

2. querySelector()

3. setAttribute()

4. getAttribute()

5. createElement()

6. appendChild()

7. Math.random()

8. sort()

9. For lops

* Changes I want to make to this game later:

1. First flip everything and show to the user for one second.

2. Do not allow white spaces to be clicked. Score should not change.

3. Add sound.

**Walk-A-Mole**:

Things we are going to cover

1. querySelector()

2. addEventListener()

3. setInterval()  
4. clqssList()

5. forEach()

6. Arrow functions

* Changes I want to make to this game later

1. Start and pause buttons

2. only increase the score on clicking on correct box

3. Add music

**Connect Four**:

Things we are going to cover

1. querySelector()

2. addEventListener()

3. onClick()

4. classList.add()

5. For loops

6. Arrow functions

Things to do later:

1. stop the game after user wins.

2. Can add sound.