const gameContainer = document.getElementById("game");

let firstCard = null;

let secondCard = null;

let cardTurned = 0;

let lockCards = false;

const COLORS = ["red", "blue", "green", "orange", "purple", "red", "blue", "green", "orange", "purple"];

function shuffle(array) {

let currentCard = array.length;

while (currentCard !==0) {

let randomCard = Math.floor(Math.random() \* currentCard);

currentCard -=1;

let tempCard = array[currentCard];

array[currentCard] = array[randomCard];

array[randomCard] = tempCard;

}

return array;

}

let shuffledColors = shuffle(COLORS);

function addNewDiv(cards) {

for (let card of cards) {

const newDiv = document.createElement("div");

newDiv.classList.add(card);

newDiv.addEventListener("click", turnCard);

gameContainer.append(newDiv);

}

}

function turnCard(e) {

if (lockCards) return;

if (e.target.classList.contains("turned")) return;

let targetCard = e.target;

targetCard.style.backgroundColor = targetCard.classList[0];

if (!firstCard || !secondCard) {

targetCard.classList.add("turned");

firstCard = firstCard || targetCard;

secondCard= targetCard === firstCard ? null : targetCard;

}

if (firstCard && secondCard) {

lockCards = true;

let color1 = firstCard.className;

let color2 = secondCard.className;

if (color1 === color2) {

cardTurned += 2;

firstCard.removeEventListener("click", turnCard);

secondCard.removeEventListener("click", turnCard);

firstCard = null;

secondCard = null;

lockCards = false;

} else {

setTimeout(function() {

firstCard.style.backgroundColor = "";

secondCard.style.backgroundColor = "";

firstCard.classList.remove("turned");

secondCard.classList.remove("turned");

firstCard = null;

secondCard = null;

noClicking = false;

}, 1000);

}

}

if (cardTurned === COLORS.length) alert("Game Over!");

}

addNewDiv(shuffledColors);