

#### Task 4: Scenario Walk-Through

1. User is prompted to log in to their account
2. User logs into their account with username and password
3. A 3x4 board (easy mode) is generated
4. 12 tiles are generated, each with a numerical key. Each tile in a pair should have the same key as one other tile in the pair
5. The tile order is randomized and sent into the board method, where it is displayed in the 3x4 board.
6. When the player clicks on the first tile, the timer begins to count the time it takes the player to complete the game.
7. The user clicks on a tile, the front side with the picture is displayed.
8. The user clicks on another tile, and the front side is displayed. Move counter increases by 1.
9. After the second click, check if the two tiles the user clicks on are the same.
  - a. If they are the same, increase the score counter by 1.
  - b. If they are not the same, hide both tiles again.
10. Repeat step 7-9 until all the tiles are matched/all the tiles are showing.
11. Update user's game history with the game they just played (total moves from moveCounter, time). Update leaderboard if the score is a-top the leaderboard.
12. User is sent to view the leaderboard
13. The user can choose whether to start a new game or exit