A game of Memory

Randomize tile positions → **Show Tiles to User**

Additional feature

User Action

User Click any tile

↓

Flip tile, and wait for second click

↓

User Click second tile

↓

Flip second tile

↓

Are the two tiles the same ? — No → **Wait two seconds, turn tiles back over, and wait for user to click again**

Yes ↓

Wait two seconds, and delete the two tiles → **Do any tiles remain ?** — Yes

No ↓

End of game !