WDI Project 1 Presentation

Memory Game

About Me

"Try to learn something about everything and everything about something."

- Thomas Henry Huxley

"...yeah, but pick something first..."

-Charles

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About the game

- Built around what I'm fairly certain about.

- Started by thinking *modular* - chunks doing one thing.
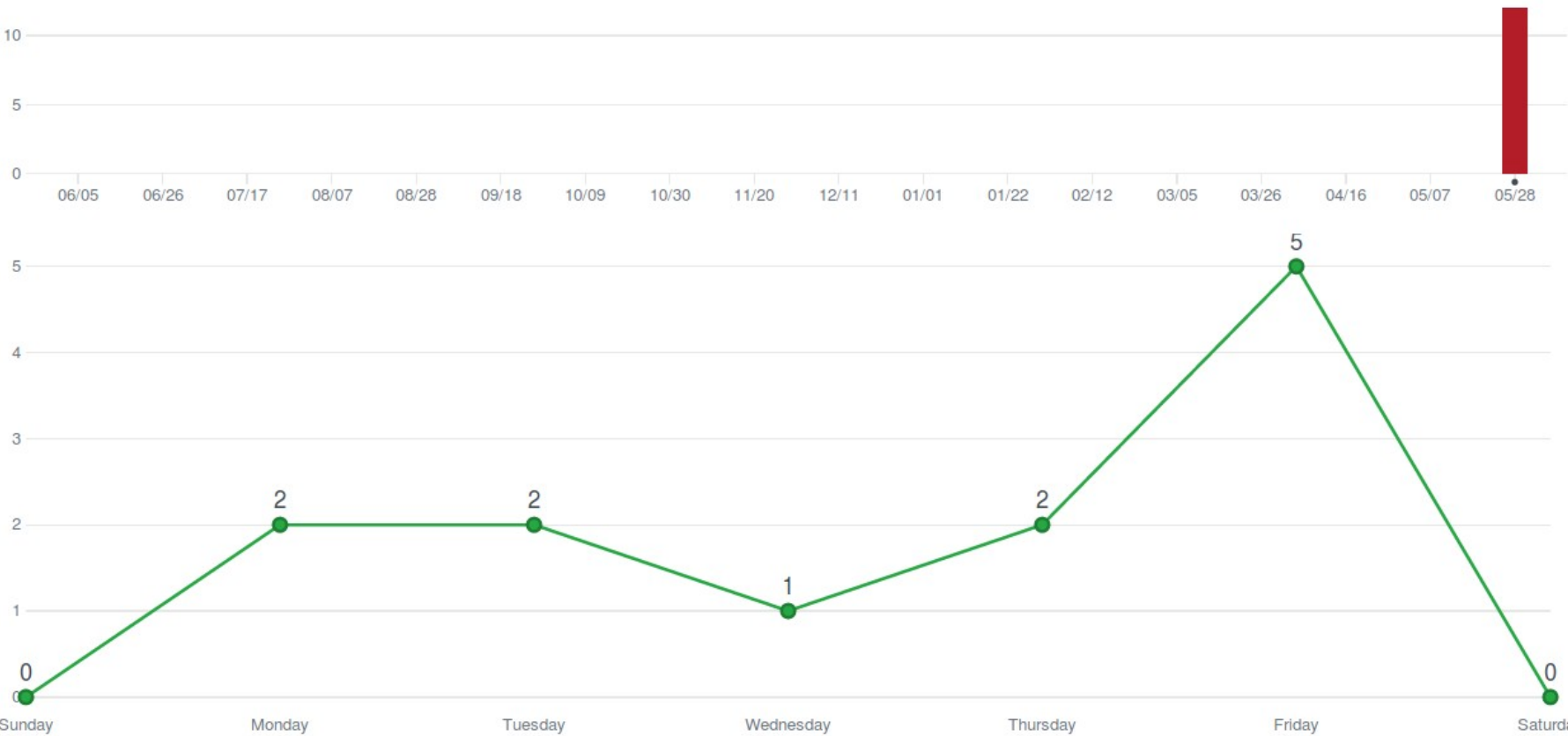
- This led to:

Difficulties encountered

- Tile shuffling code.
  - Understanding what it does.
- Linking each chunk to get along with each other:
  - Timer start/stop.
  - Turn and score tracker.
- Juice-fying:
  - Adding alert messages at the right places.

GitHub activity

Q&A