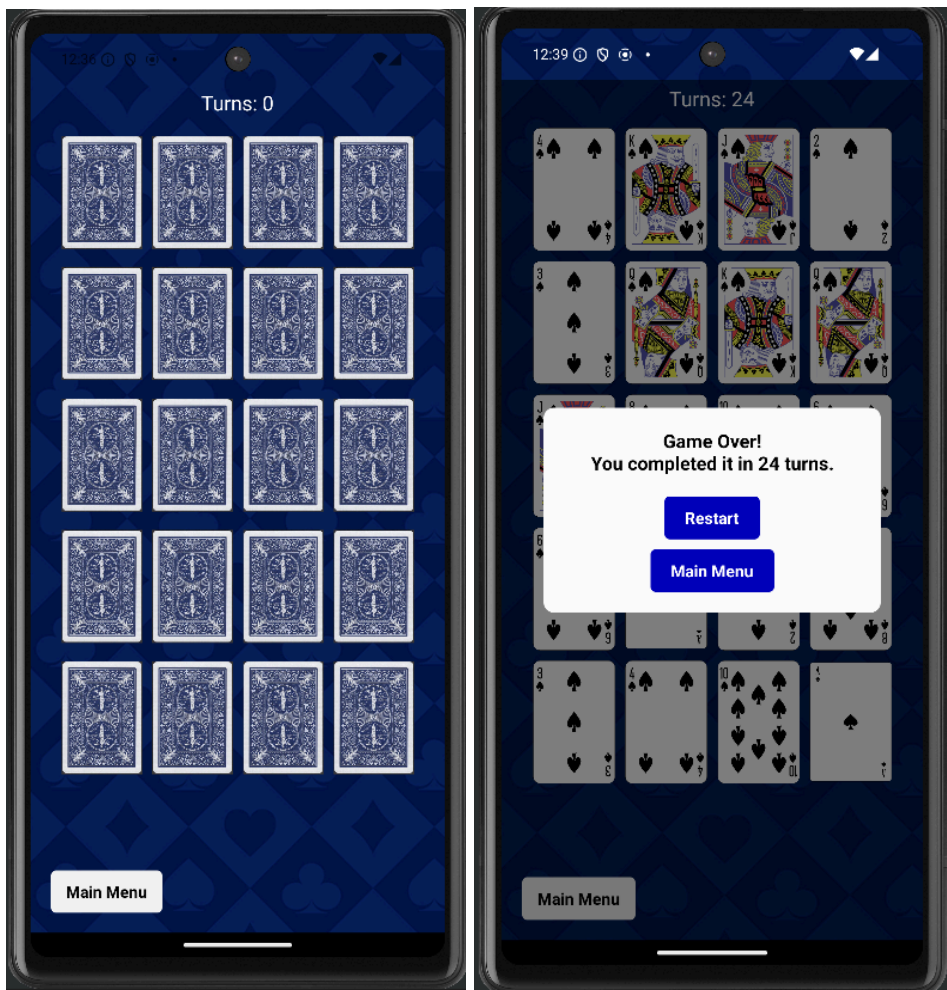


custom and reusable components

- The cards and game over modal(for single and multi) are reusable components



Props

- Props were used by cards to pass values

```
renderItem=(({ item, index }) => (  
  <Card  
    card={item}  
    isFlipped={flippedCards.includes(index) || matchedCards.includes(item.id)}  
    onPress={() => handleCardPress(index)}  
  />  
))  
/>
```

useState

- Initialize deck, sets triggers, and tracks data

```
const GameScreen = () => {  
  const navigation = useNavigation();  
  const { bestScore, updateBestScore } = useContext(ScoreContext);  
  const [deck, setDeck] = useState(initializeDeck());  
  const [flippedCards, setFlippedCards] = useState([]);  
  const [matchedCards, setMatchedCards] = useState([]);  
  const [turns, setTurns] = useState(0);  
  const [gameOver, setGameOver] = useState(false);  
}
```

Context

- context(global state) is used for the best score in the home page



useEffect

- Ends the game when all cards are matched

```
useEffect(() => {  
  if (matchedCards.length === cardImages.length) {  
    setGameOver(true);  
  }  
}, [matchedCards]);
```