Clock-Timer

Semra

Your task is to create a memory game. This is a game where you flip two pictures and if they are the same, they stay turned, if not – they are flipped again with their backs up. The goal is to have all the pictures face up.

Your job is to modify the JS file so that the game works properly. When a square is clicked it needs to show the picture and when two pics are open, you need to check if they are the same. If they are the same, they stay opened, if they are not, they stay opened for a second and then they are closed. You’ll need to make sure that only two pictures are open at a time. You can keep track of the state of a picture by using the **data-state** attribute of the HTML (default is closed). Opening the image means that you need to change the src of an image to “images/pairs/[number].jpg“. Clicking on Reset Game button needs to restart the game from the very beginning.

There are some predefined properties you can use. **field** is an array with 16 elements (one for each image). This array is to determine how the images are located on the field (first element is first picture and so on). You will need to shuffle this array at the beginning and at every restart. **picsOpened** is an array in which you can store the values of the opened pictures and also you can use it to determine if two pictures are open. **picsClodesCount** starts at the number of elements inside the field array, which is 16. You can use this variable to determine if the game is won (when this variable reaches zero that means that the game is won).

You can define functions to help you with the tasks.

Good luck and if you have any uncertainties regarding the task, please ask me right away. Please upload the modified JS file before **28.02.18**.