

# Assignment #4– Front end development: Memory Game



In this assignment you will a web-based memory game.



The following Assignment is based on the following subjects:

- JavaScript: Events handling, DOM Manipulation
- HTML/CSS, Bootstrap

## Submitting instructions:

- You should submit this assignment by yourself.
- Push the full folder hierarchy of the project to your own repository on GitHub.

Please add the following in hive:

- A link to the repository
- Free text - a description of the quiz. Stuff that you found hard to implement, known bugs and your review of this assignment
- Submit the solution until 01.01.17 using Hive

## What you receive from us:

- [Images](#), including cute animal pics, card texture, background and ITC logo (but you don't have to use them)



## Understanding the task

- The board size should be 3\*4; The cards should be dealt in random, every card has a match.
- When the user wins, pop up a "You won!" overlay with a new game button.
- Create a header with a "new game" button
- The game page has to be mobile responsive.

## Important features

- After flipping two cards with different images, the game should pause for a second. During that second, the other cards are not clickable.
- Don't wait to finish your project before you commit your code to GitHub. Commit whenever you added an important functionality.
- Make sure your JS code is using methods and well commented.

## Geek out

- Add number of wrong guesses counter (put it anywhere). The "you won" overlay should show them.
- Add the ability to change the game theme (both images and card pattern).
- Make the basic layout the "easy" level, add levels medium and hard (with more 18 and 24 cards).



## Unleash the ninja within

- Add flipping animation effect for the card.

2. Add a high score functionality, that will save the name of the person with the least amounts of wrong guesses.