

Memorista

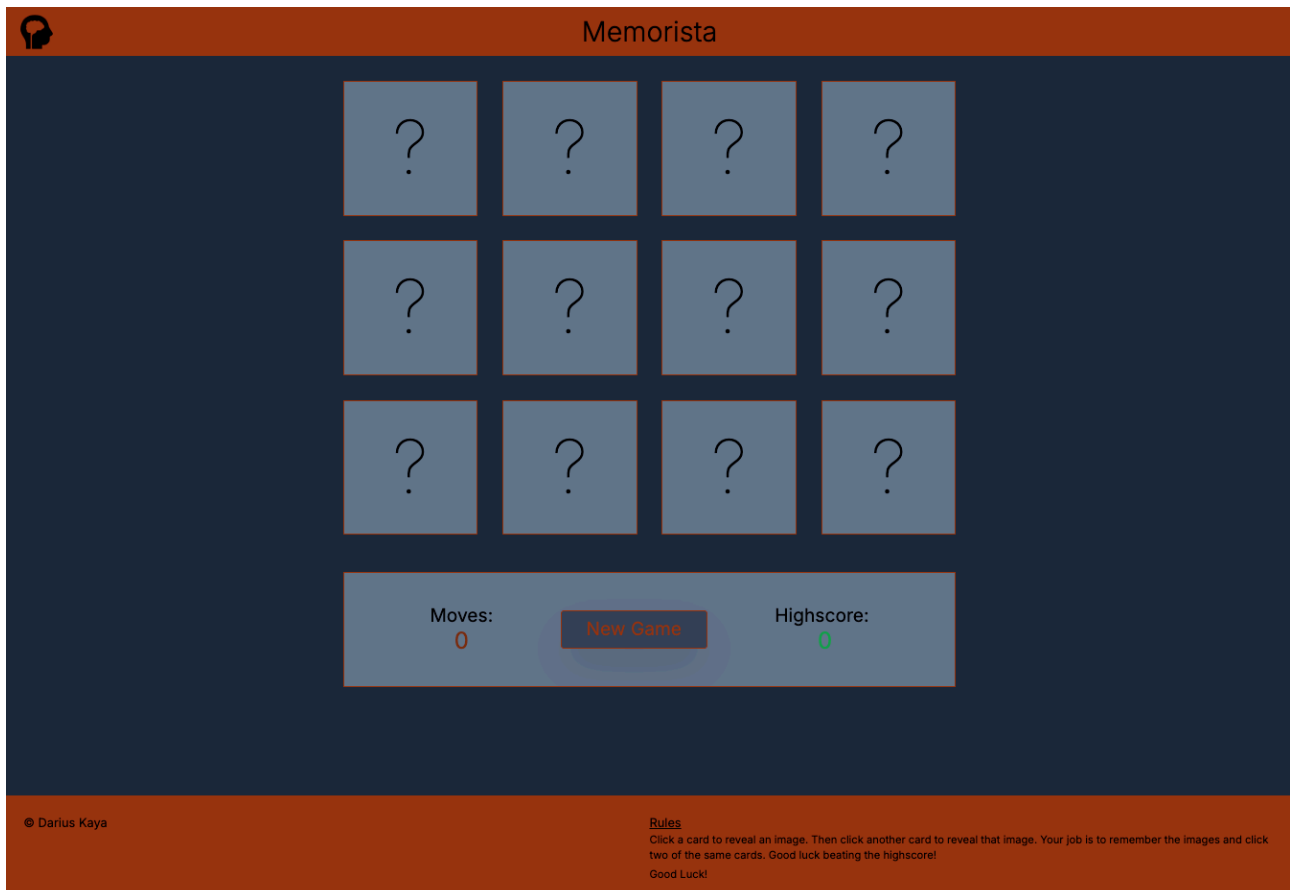
Memorista is a classic memory card game where you aim to find all matching card pairs. Each round, you click two cards to see if they match. The game interface includes a header with a title and a footer displaying copyright information and rules. Underneath the cards there is a box showing number of moves, a new game button, and the highscore.

Initially, all cards are shown with a question mark. When you click a card, it reveals an image. After selecting two cards, the game checks if they match. If they do, the cards remain flipped, showing their images. If not, they flip back to display the question mark again.

While two cards are being checked, the remaining cards become temporarily disabled and unclickable until the match is determined.

Each card click increments the move counter by 1, but clicking disabled cards won't increase the count.

Upon winning the game, the moves counter changes from red to green, and the game checks if you've set a new high score. If you've achieved a new high score, it will overwrite the previous one in local storage. A popup will then prompt you to enter your name, which will be saved and displayed alongside the high score.





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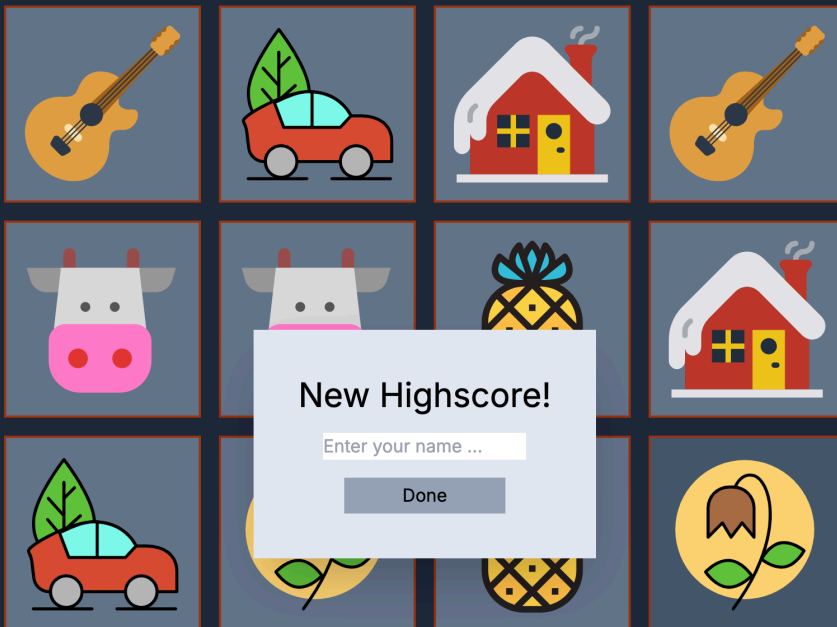
Moves:
20

New Game

Highscore:
Darius: 16



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Moves:
20

New Game

Highscore:
Darius: 20