\*\*Part 1\*\*

"Hello, I'm Emmanuel Cardenas, and in this video, I'm thrilled to introduce you to my project, Memory. Memory is an immersive, browser-based game that invites players to engage in exhilarating card duels.

While the game's core mechanics and logic are still in development, most of the other essential features are up and running. As soon as you load the website, you'll land on the sign-in page. Here, you'll encounter the standard user authentication process. I’ve taken great care to ensure that user input is meticulously validated. For example, if a user enters a username that doesn't exist in the database, they'll receive an immediate error message. The same level of validation applies to other input fields on the sign-up and 'sign in help' pages."

\*\*Part 2\*\*

"New users are required to create accounts by visiting the sign-up page. After filling out and submitting the form, they'll receive an email with a secret token to verify their email address before gaining access to their accounts."

\*\*Part 3\*\*

"For those who forget their password or username, the 'Sign-In Help' page offers a convenient solution. Users can enter their email address in the provided textbox. Upon form submission, they'll be redirected to a 'Reset Password' page where they can set a new password and use a secret token, for authentication, that was provided to them in an email along with their username."

\*\*Part 4\*\*

"Upon signing in, users will arrive at the dashboard page. Here, they can queue up for a game (please note that this feature is currently under development). Users can also explore their inventory, look at the leaderboards, search for friends, add or remove them from their friends list, or engage in real-time chat with online users."

\*\*Part 5\*\*

"While this project is still in its early stages, I've gained valuable technical experience during its development. I'm genuinely excited to continue working on and enhancing Memory. Stay tuned for more updates and improvements as this project evolves."