

Ex. 3a Game Application using JavaScript and DOM**Deadline: 02-03-2021**

Implement a Memory Matching Game using JavaScript and DOM following the given specification.

Specifications

- a. Display Timer, Score card.
- b. Arrange even pairs of Cards. (Minimum 5)
- c. On start, Shuffle the cards, face down, in rows.
- d. Score card changes whenever a matching pair is found.
- e. On click over the card, it should flip (use Event handling mechanism).
- f. When a match is found, remove the cards (Use DOM).
- g. Set 3 levels
- h. When the player moves to next level, set a new timer with less time duration.
- i. Mandatory Concepts should be incorporated – Event handling, DOM.