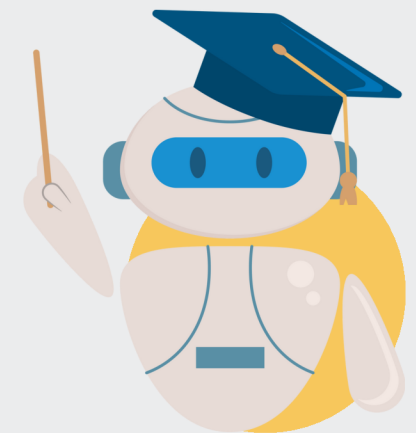## [File Structure (Start Here)]

Before you begin, organize your project files like this:
MEMORYCARDGAME/
|- index.html <- Main HTML file (structure of the game)
|- style.css <- CSS file (game design and layout)
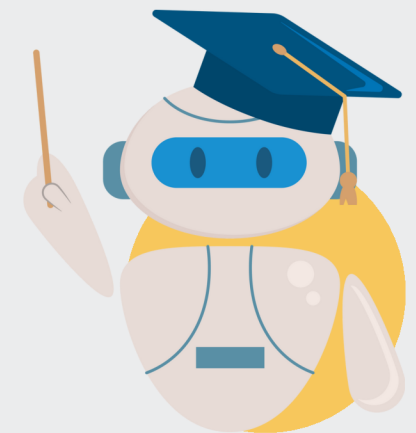|- script.js <- JavaScript file (game logic)

<**Memory Card Game Guide**>

[File Structure (Start Here)]

| \- assets/ <- Folder for images and sounds

|- stars-bg.jpg <- Space background image (or galaxy-back.png)

|- flip.mp3 <- Sound for flipping cards

|- win.mp3 <- Sound when the player wins

|- lose.mp3 <- Sound when the player loses \- warning.mp3 <- Sound warning when 5 seconds are lef
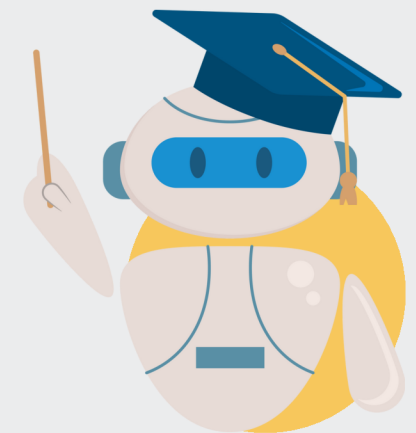
Memory Card Game Guide

[Space Memory Game - Step-by-Step Guide]

PART 1: HTML (The Structure of Your Game)

1. Create a file called index.html.

2. Set up the basic HTML structure. Add game parts inside the section.

3. Add a start form: - Player name input - Difficulty level (4, 8, or 16 cards) - "Start Game" button (disabled until difficulty selected)

4. Add a scoreboard (hidden initially): - Player's name - Best score (fastest time) - Countdown timer
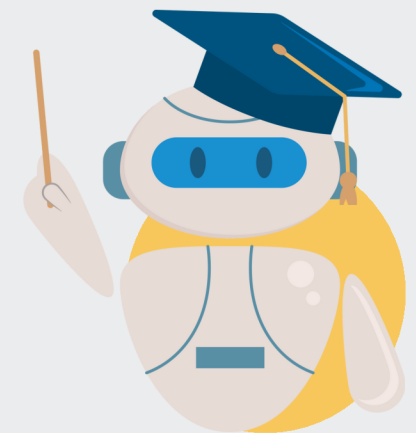
Memory Card Game Guide

[Space Memory Game - Step-by-Step Guide]

5. Add a game board section (hidden initially).

6. Add an end-of-game modal popup: - Message: "You Win!" or "You Lose!" - Two buttons: "Play Again" and "Choose Another Level"

7. Add sounds using tags: - Flip sound - Win sound - Lose sound - 5-seconds-left warning
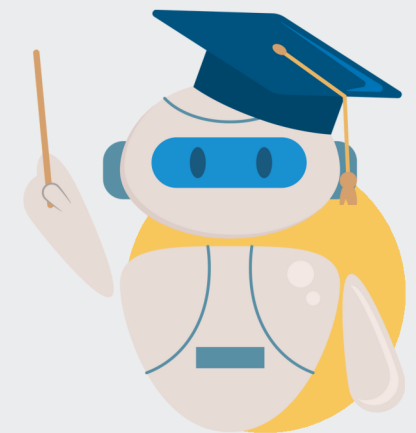
8. Link CSS and JavaScript files.

Memory Card Game Guide

[Space Memory Game - Step-by-Step Guide]

PART 2: CSS (Design and Style)

9. Create a file called style.css.

10. Choose a space background.

11. Style the start form.

12. Style the scoreboard.

13. Style the game board.

14. Style the cards.

15. Make the game responsive for all screens.

16. Style the modal popup.

17. Use good color contrast.

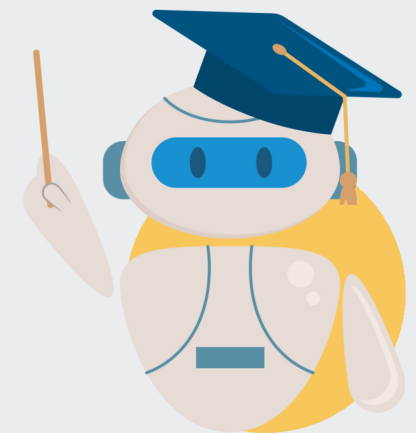**[Space Memory Game - Step-by-Step Guide]**

PART 3: JavaScript (Game Logic)

18. Create a file called script.js.

19. Keep the "Start Game" button disabled until difficulty is picked.

20. When the game starts, save the players name.

21. Generate memory cards based on difficulty.

[Space Memory Game - Step-by-Step Guide]

22. Show cards face-up for a few seconds.

23. Add card flipping logic.

24. Add a countdown timer.

25. Play warning sound at 5 seconds.

26. Check if the player wins.

27. Check if the player loses.

28. Save the best score using localStorage.

29. Make the modal buttons work.