

Match Wars – Functions

doorClick Function:

- Opens the door to reveal the card underneath
 - o Adds an “open” class to a clicked on card
- Prevents the click if card is already revealed
 - o If the card is already revealed cancel the function
- Keeps track of the which cards are currently revealed
- Keeps track of the number of clicks per turn
 - o If number of clicks is two:
 - Reset click counter to zero
 - Adds 1 to the turn counter
 - Stop function and run the “isMatched” function
 - o Add 1 to the click counter

isMatched Function:

- Determines if two revealed cards are a match
 - o If cards are a match:
 - Add one to the Match counter
 - Add a “matched” class to the two revealed cards
 - Clear the revealed cards variable(s)
 - Determine if all cards are matched
 - If they are:
 - o Run the “endgame” function
 - o If cards are not a Match:
 - Remove life from life meter...not sure by how much???
 - Clear the revealed cards variable(s)
 - Start a setTimeout function – try 800ms
 - At the end of the setTimeout:
 - o Remove the “open” class from the revealed cards