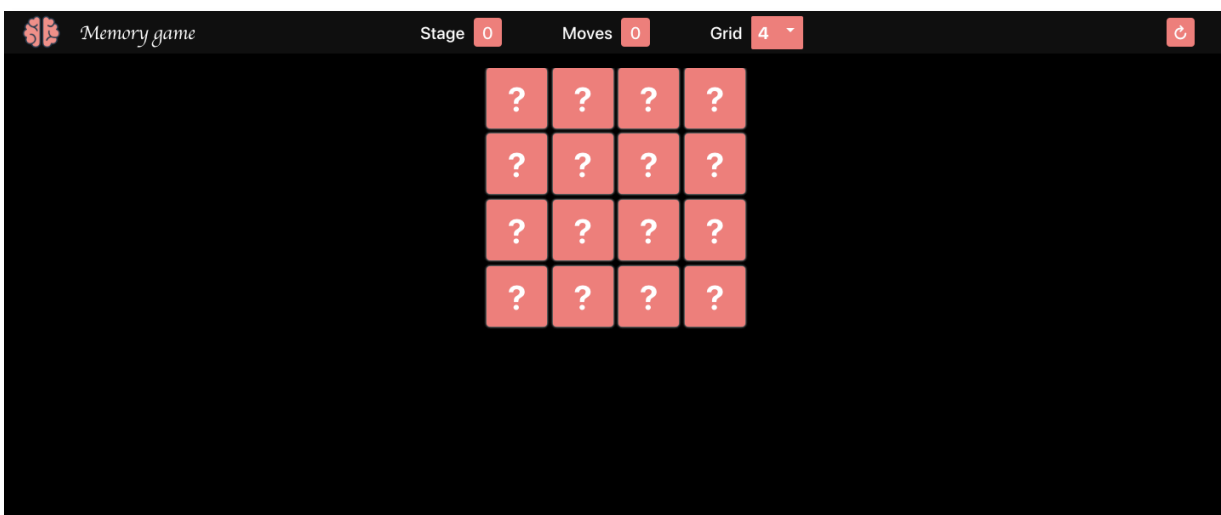
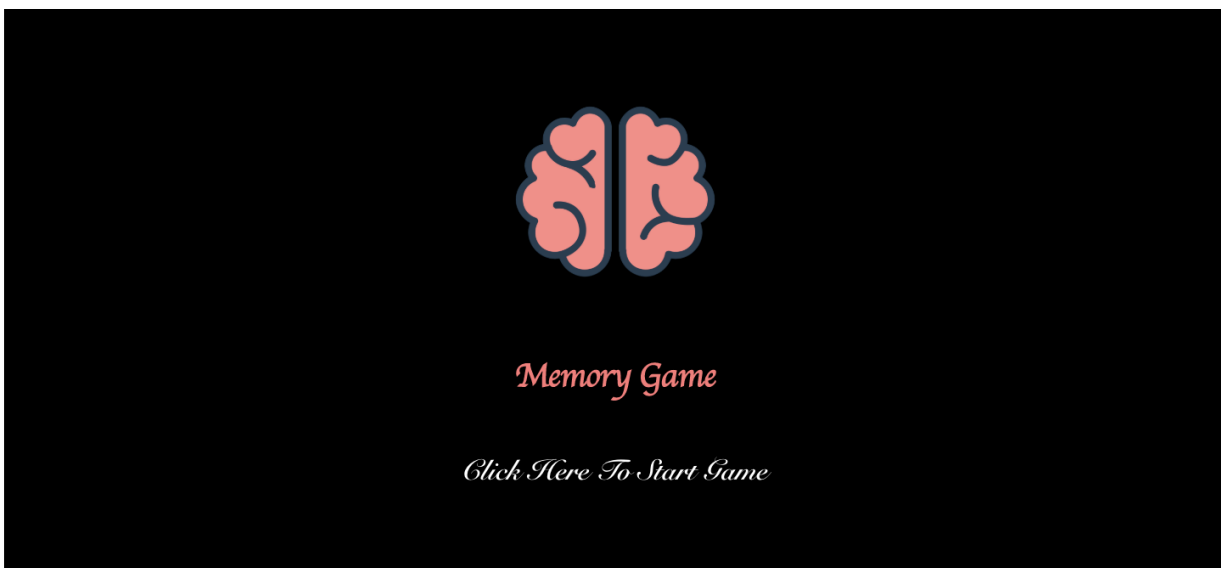
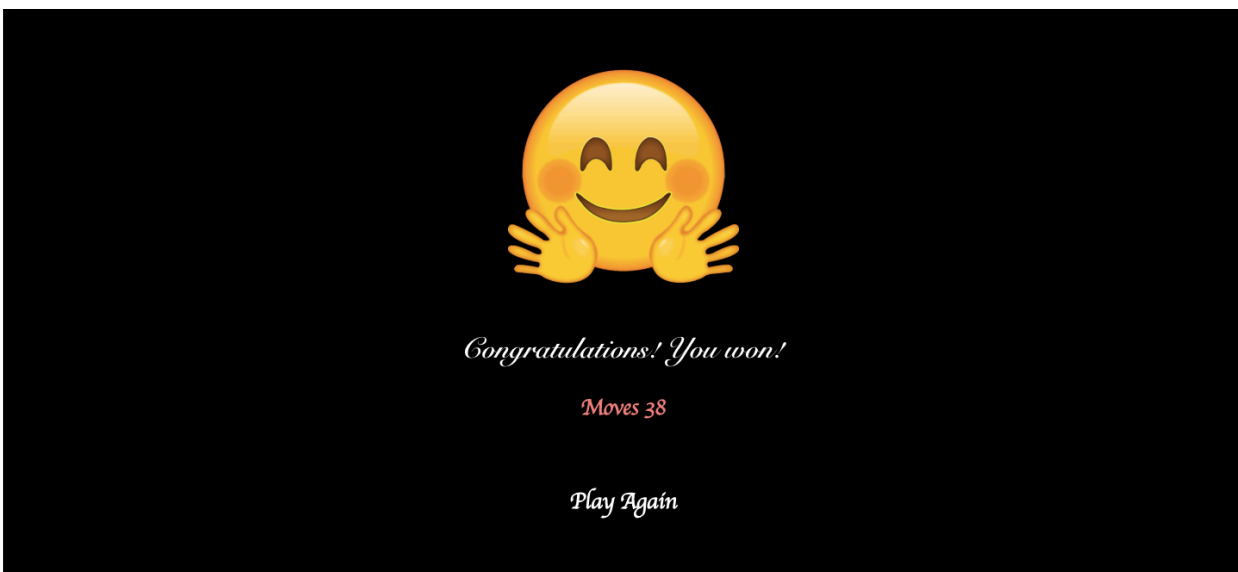
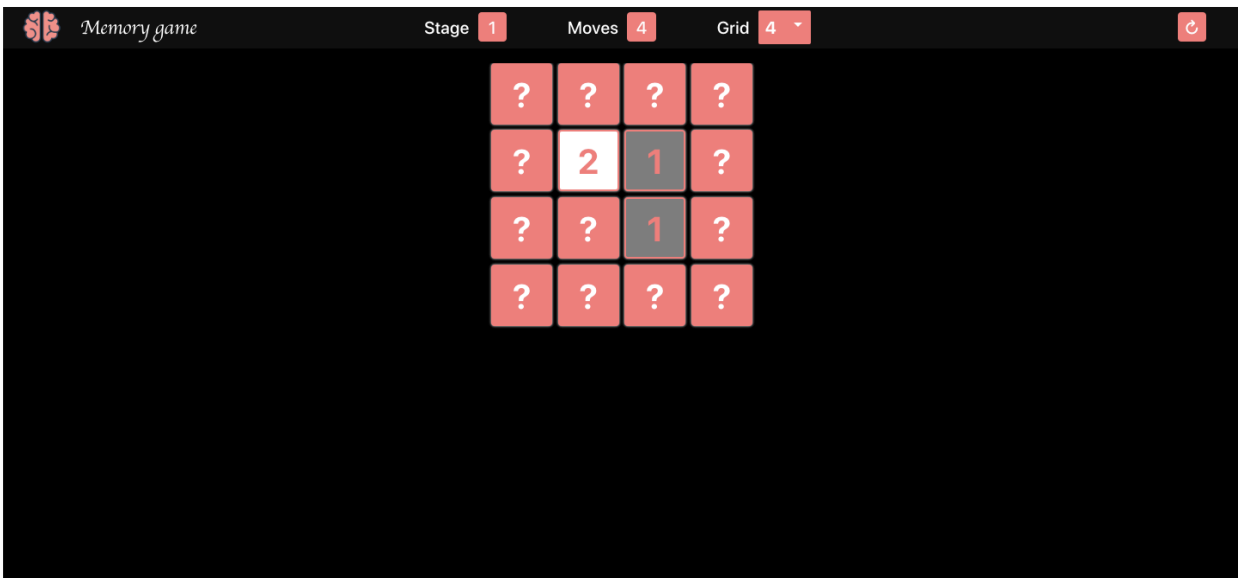

Task2: Memory Game using Javascript(React)

11 August 2019

App Screenshots:





Task Description:

1. Create an even number grid dynamically using a given dropdown, where user can choose a number to create the grid i.e 8x8, 16x16, 32x32 — **Done**
2. Each Grid will have a hidden number and each number in grids will repeat two time always but on random location. — **Done**
3. On Click show number on box and on clicking another grid the first will hide — **Done**
4. But if both box has same number then both will remain open permanently and hence one stage achieved — **Done**
5. As soon as all stages achieved the user will become winner. — **Done**
6. You have to count and print the total number of hit on the completion of game — **Done**
7. Also, you need to use local storage to maintain current stage of game so that user can close window and start from same stage on next time — **Pending**
8. There should be a reload button to refresh the game completely — **Done**

Game Screens:

1. **Splash Screen:** Show link to start the game
2. **Playground:** Screen which show game board.
3. **EndGame:** Show message that user is winner and a link to play again. Clicking on this link will land you on splash screen.

Code:

Game code folder is: **task2** ---> **src** ---> **gameCode**. It contains following subfolders:

1. **Navigator:** Contains code for navigation of app.
2. **Containers:** Contains code for three screens of app each screen code in separate folder "SplashScreen", "Playground", "EndGame"
3. **Components:** Contains code for Header and Card of Grid.
4. **Config:** Contains Constants i.e., GridArray of size 4, 8, 12
5. **Assets:** Contains image files of app - logo.png and you-won.png
6. **utils:** Contains ArrayUtility which in turn contains code for shuffle grid cards.

Run:

From app folder perform following steps:

1. `cd task2`
2. `npm start`

Github Link:

<https://github.com/Neha0595/MemoryGame>

