Memory card game

# Background

I chose to create a memory game because i thought it was a fun idea and a good project to start with since it didn’t seem that hard to create

# Concept

The concept of my idea started out very simple it was to create two onClick function and save the value of each click into a variable and then compare both of the variable to see if they match of the variable to see if they match.

# Problem & Solution

**Problem 1**

The first problem that i encountered was how i could save two value in two separate variable with two click function. With the original concept i had it saved the same value in both variables.

My first attempt to solve this problem was to put the onclick function inside each other. This sorta worked cause it saved the value of both clicks in separate variable however the problem with this solution was that it only ran the first onClick once so it never changed value.

The solution i came up with was to place the source in array instead of a variable that way i don’t not need two onClick function, instead every time i clicked it would push the value into the array and then compare arr[0] with arr[1]. If the length of the arr reached 2 then i would reset the arr

.

**Problem 2**

The second problem i encountered was how i can flip the front image and push the back image into the array with one click. My old code placed the value into the array when the back image was clicked but when i added a front image i had to click it twice once to flip it and once to push the back image into the array.

I solved this by putting all the code into the one click instead then i had to target the the back image. i had some difficulties achieving this but after just testing around different thing i manage to jump to the back node from the front by using previousElementSibling.

**Problem 3**

The final problem was how i can turn the card back if the answer is incorrect and i was unable to solve this by myself and asked jason for help. My proposed solution for this was to first flip the “this” element back and then target the previous “this” element and do the same thing for that. I manage to flip the this element back but was unable to target the previous “this” element

Jason managed to solve it for me, the solution was really simple and it bothered me that i wasn’t able to fix and spent that much time working with it.

# Conclusion

My conclusion is that this project was a lot harder than what i had planned out in my head. But the challenge was fun and i learned a lot from this project. I also learned that using “this” makes things very complicated.