# Tasks

* HTML Structure (with Game class)
* Game class –
  + Structure
  + methods: newGame
  + "events":
    - gameOver
    - gameWin -*maybe should be on the Card*
    - timeOut
* Cars class
  + Structure
  + methods:
    - clickCard
    - createCard
* Timer class?!
* CSS

# JS

Game

* **gameOver *(boolian)***
* boardElement *(element)* – this will be the only event listener
* timer – time?
* **firstCardIsOpen**– *(undefined / Card)*
* **gamePused *(bool)***
* correctGuesses *(int)*
* **maxNumOfGuesses** *(int)*
* **numOfLeftPairs -** int
* newGame(matrixSize)
* cards{}

functions:

genetatrCards(numOfCards);

setAllParametters();

methods:

* newGame(game lavel) :
  + generate random array of cards (pairs!)
* GameLoose()
* gameWin();

Card

* game
* pairNum *(int)*
* faceUp – *(bool)*
* cardElement
* isMached *(bool)*

methods:

* clickCard()

functions:

* flipCard()
* puse1Sec()

# HTML

Control panel:

* timer
* num-of-moves
* incorrect-guesses
* btn-new-game

Popup box:

* massage
* reset
* optional – hard/easy/medium

Card

* data- unique-id

game-bord (cards will be generated via JS)

תכנון זמן

* טיימר