#### 1. Purpose of the Application

The purpose of this application is to display a list of my top five favorite video games in a visually engaging, interactive format. Each game is represented by a "card" that shows the game's image, title, and developer. Users can hover over a game card to see its genre or click on it to reveal why it's a favorite. The application demonstrates core jQuery functionalities by manipulating the DOM dynamically, handling user events, and updating styles.

#### 2. How to Use the Application

1. When you hover over a game card, it dynamically displays the genre of the game.
2. Clicking on the game card changes the displayed text to show why this game is a favorite.
3. When you move your mouse away from the card, the display resets to show the developer's name.

These interactions are achieved through event binding with jQuery, updating the DOM elements in real-time.

3. Rubric

* Interface is Authentic, Professional, Balanced Interface design is authentic, looks professional, is balanced across the web page - The design uses CSS to create a balanced layout with consistent spacing and styling for each game card. It has a background image, centered content, and cohesive color schemes for a professional look.
* Interface links to functional jQuery jQuery is included in application source - jQuery is linked in the HTML header (<script src="jquery-3.7.1.js"></script>), enabling the functionality used throughout the app.
* Events are Effective, jQuery jQuery is used to bind events to event handlers<br/> The event handling mechanism works to achieve goals - The code binds hover (mouseover) and click events to each game card, modifying content based on the user’s interaction ($(".wrapper").on("mouseover", ".card", handleHover)).
* DOM Access, jQuery The DOM is accessed with jQuery - $(".wrapper") and other jQuery selectors access elements in the DOM for dynamic content manipulation and event handling.
* DOM Dynamically Built, jQuery The DOM is dynamically updated using jQuery calls - The setUpGameCards function uses jQuery to append dynamically generated HTML for each game card to the wrapper element.
* Documentation: Program Code and Project Description .js file is fully annotated, explaining the code, not just stating that a call is being used. <br/> There is a document describing how the application works and how to use it, and the goal of the application - The game\_data.js file includes comments for each function and key steps, explaining what each section does. This document outlines the application’s purpose and user instructions.
* Style, jQuery In at least one instance, style is modified or applied using jQuery - In at least one instance, style is modified or applied using jQuery, like with the cards