**Pseudocode for Concentration (ATLA Inspired)**

**Constants:**

* The unplayed board will have a default of null to show the backside of the card, and a clickable event will flip the card to reveal the hidden side.
* Winning definition will be 6 pairs matched within the 2 minute timer and loss will be defined by matches remaining after 2 minutes.
* Correct cards will be hidden, and incorrect guesses will be flipped back over to indicate wrong.

**Variable:**

* A board array will be used to define the individual cards
* A tie or winning variable will be decided based off completion of board vs the timer.

**Cached:**

* Store the 12 tiles on the board and their randomization.
* A Reset game board
* Every 2 moves will be cached to pair matching cards and remove if equal to each other.

**Loading the app:**

* When the app is loaded the cards will shuffle.
* All tiles will be set to null to show back side of card.
* Upon pressing play the 2:00 timer will begin counting down and guessing commences.
* Clicking a card will prompt a reveal to show the hidden side of the card, and upon matching two in one guess will hide the card altogether and make unclickable.
* Upon winning a Congratulations will appear over the timer, upon losing the opposite will appear.

**Clicking replay:**

* Upon clicking replay, the code will reinitialize starting with a reshuffle of the deck and a reset of the timer, and pause until play is clicked again.