

Challenge

Create a memory game using any JS and CSS frameworks.

Description

The game starts with all the cards face down. If the two cards have the same picture, then cards remain flipped, otherwise the cards should face down again.

1. first screen
 1. the logo will slide in from the top and the button to “start” should slide in from the bottom.
 2. start button should have a bounce effect on rollover
 3. clicking on the start button should take the user to the second screen (game)
2. second screen:
 1. this screen will contain a memory game with 4 different cards and their pairs
 1. the back of the card should contain a blue background with a yellow question mark vertically and horizontally aligned
 2. the cards should be in random order
 3. there should be a mute/unmute button on the top right corner, unmuting the game should play the background sound
 4. user can click on any card and a flip animation should occur, disabling the rest of the cards
 5. flipping a card should show any of the 4 pairs, which should contain: a star, a moon, a sun or a comet, vertically and horizontally aligned
 6. if clicking 2 cards doesn't result on a match, show a modal with the message “sorry, but this is not a match” and play the incorrect sound
 7. if clicking 2 cards result in a match, show a modal with the message “nice! it's a match” and it should play the correct sound
 8. the game should have a timer of 30s
 9. on 10 seconds left, it should play the ticking sound
 10. if the user is able to find the 4 matches it should take the user to the resolve state with the message “you did it” and a button to play again
 11. if the user is not able to find the 4 matches on time, it should take the user to the resolve state with the message “oops you didn't find them all” and a button to play again
3. third screen:
 1. should show the message depending on if the user found the matches or not
 2. show a button with play again text
 3. play again button should take the user to the game screen

4. hovering on play again should have a bounce animation

Assets can be found [here](#)

Requirements

- Game should be responsive (use of grid)
- Use a JS framework (Vue JS, React, etc)
- Use a CSS framework (Bootstrap, Bulma, etc)
- Create a README on how to install your project
- The code must be uploaded to a repository (Github, Bitbucket, etc) and share it to liliana.ituribarria@evolvemediallc.com
- It should also be deployed (using Heroku, Netlify, etc) and a url should be shared