

Memory Game

REVIEW

CODE REVIEW 5

Meets Specifications

Game Behavior



The game randomly shuffles the cards. A user wins once all cards have successfully been matched.

The cards are shuffled randomly. The user wins the game when all cards are matched! I like the fact that you show all the cards to the user for a little while. This is something new! 😊



When a user wins the game, a modal appears to congratulate the player and ask if they want to play again. It should also tell the user how much time it took to win the game, and what the star rating was.

The modal displays all the required information. Just a tiny suggestion - your application looks really good, in comparison the modal looks a bit plain. You could design the modal to match the rest of your page too.



A restart button allows the player to reset the game board, the timer, and the star rating.



The game displays a star rating (from 1 to at least 3) that reflects the player's performance. At the beginning of a game, it should display at least 3 stars. After some number of moves, it should change to a lower star rating. After a few more moves, it should change to a even lower star rating (down to 1).

The number of moves needed to change the rating is up to you, but it should happen at *some* point.



When the player starts a game, a displayed timer should also start. Once the player wins the game, the timer stops.

The timer works wonderfully!



Game displays the current number of moves a user has made. Moves can be either every attempted match, or every time a card is flipped (creating two moves per turn, for example).

Interface Design



Application uses CSS to style components for the game.

Good job on the design. You've even included a favicon. Nice touch! Keep up the good work!



All application components are usable across modern desktop, tablet, and phone browsers.

All components are usable across various devices. Good job using media queries. There is just one tiny thing that you can make better. The board should have cards in 4x4 formation even for mobile devices. Right now, there are different number of cards in some cases.

Documentation



A `README` file is included detailing the game and all dependencies.

The readme is good and includes all the details of the projects. Kudos for including screenshots too! If you want to go into more detail about READMEs, you can refer to this [free udacity course](#)



Comments are present and effectively explain longer code procedure when necessary.



Code is formatted with consistent, logical, and easy-to-read formatting as described in the [Udacity JavaScript Style Guide](#).

