

# MEMORY GAME

We all remember the classic memory game where we had to choose two cards at a time to see if they match, right? Good! You're building this. At a minimum, this game should include:

- A game board that displays all of the current cards face down in a random order.
- A start button that will initiate the game.
- Cards must "flip" or "turn" when the user clicks on them.
- If a pair of matching cards has been selected, remove the cards from the playing board after a short time.
- If a pair of cards does not match, they should flip back to being face down after a short time.
- Must include a reset button which will reset the game board.
- Display a timer that will notify the user how long it took them to complete the game.
- For flipping the cards, do not use any libraries or plugins.

