Pseudocode

Constants

// Array of all applicable values

//DOM element reference for winning/losing message

Variables

// the players choices – first/second

// timer

// score

// the match result (win or lose)

//result message (display if won or lost)

// Player will need to click on buttons and the game objects

//buttons will need to lead to separate pages

//handle generating random starting positions of note(s)  
//handle generating 2 of each note – if both selected notes are selected, then both objects disappear

//handle generating the chromatic scale based on the root note randomly selected

//compare both user choices for a true match

//render a message to the user – clearly indicates win/lose & score/time remaining

//audio will need to be generated on click of the grid object(s)