

Card Match

A fun memory game



The Task

You are tasked with building **Card Match** - a memory game you would most likely have played before. [Here](#) is an example. The following slides also have rough wireframes which you can use as a guide (but feel free to deviate from these a bit with your own design).

This should be an Angular app, using the latest version of Angular and TypeScript.

When the game begins, the user should be presented with a 6 x 6 grid, and a timer counting upwards.

A user should click on a card (A) and then click on another card (B). If A matches B, the cards should remain face-up. If A does not match B, the cards should return to their face-down position.

Once all cards are matched, a final “congratulations” screen should show, with a reset button.

Feel free to use [these open source card SVG images](#) if you'd like (our example wireframes have sport images to be #OnBrand with [Clipboard](#)).

Continued on the following page

The Task (continued)

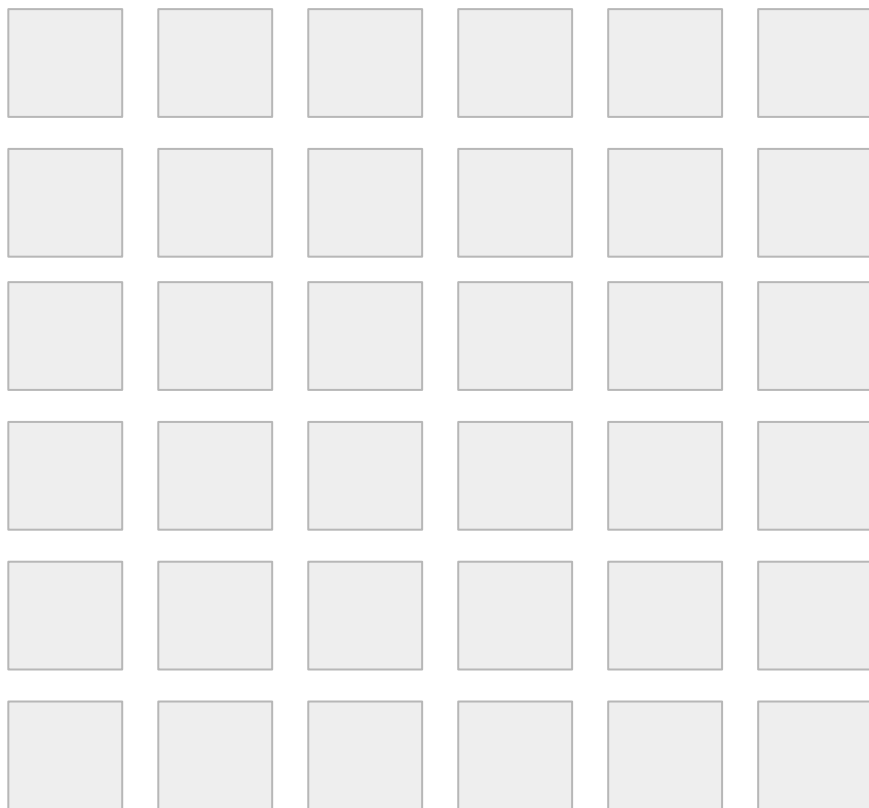
Some conditions:

- Opening a previously-opened card and not matching it correctly again should incur a penalty of 5 seconds on the timer

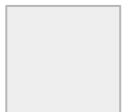
Make sure to test your application.

We'd love to see you make the UX as pleasant as possible, but don't spend more than 2.5 - 3 hours in total on the task.

Please submit your work by sending through a zip file of your work.



Time 01:20



Time 00:10



Time 00:15





Time 01:20

Congratulations!

You finished the game in 7:22.

Play Again