12/6
-Started doing research using chatgpt and youtube videos, decided to created a memory gard came. I wanted to create the game using as minimal html as possible and generate most of the elements with javascript alone. Focusing mainly on dom manipulation, ultimately I would like to follow the OOP paradigm but this may result in more work than what is feasible.. Watched multiple youtube code alongs to get an idea of their process and what the important steps would be.

References:
https://chat.openai.com/
https://www.youtube.com/watch?v=M0egyNvsN-Y
https://www.youtube.com/watch?v=wz9jeI9M9hI

12/7
-Drew a hasty template of what I would like the final project to be, boils down to a 5x4 grid of codes that will display for 1 second and then have the user guess where the matching cards are, and will flip over if wrong. Other ideas include incorporating a timer that will kill the game if the user does not finish in time and an error count. Another idea would be to use local storage to keep tally of the high scores. Ultimately I would like to design a system that incorporates the time left and the errors to give the user a combined score. I then gathered the assets that I wanted to use and settled on coding languages/related things ie github, sql, javascript etc

12/11
- started coding created boiler plate html and standard css styling. Once again referenced a couple of ideas in videos about what steps I should take but decided to attempt to create the actual code myself from scratch. First step was to create an array of all 10 coding languages concat it with itself and then randomize the order. I tried to come up with a function for randomizing the array but ended up using a function that I found on free code camp and adapted to my needs. Next I generated the grid using dom manipulation and to display the card back on all 20 items. I did this using a for loop to create an image 20 times and setting the source as the background image.

https://www.freecodecamp.org/news/how-to-shuffle-an-array-of-items-using-javascript-or-typescript/

12/12
-created a start button with event listener to call the displaySet and shuffleSet functions, these function get the codeSet (randomize the array) and sets the string in each item as the src for the images, then calls another function after timeout of 1.5 seconds so user can attempt to memorize where the cards are at.

12/14

Added to the displaySet function to add event listeners to all of the images that call the codeSelect function.

12/17

I struggled figuring out a way to determine if the first selected card matched the second selected card. Had to reference one of the videos to get an idea of how they did it then adapted that to my own code. At this point the core functionality of the game worked.

12/19

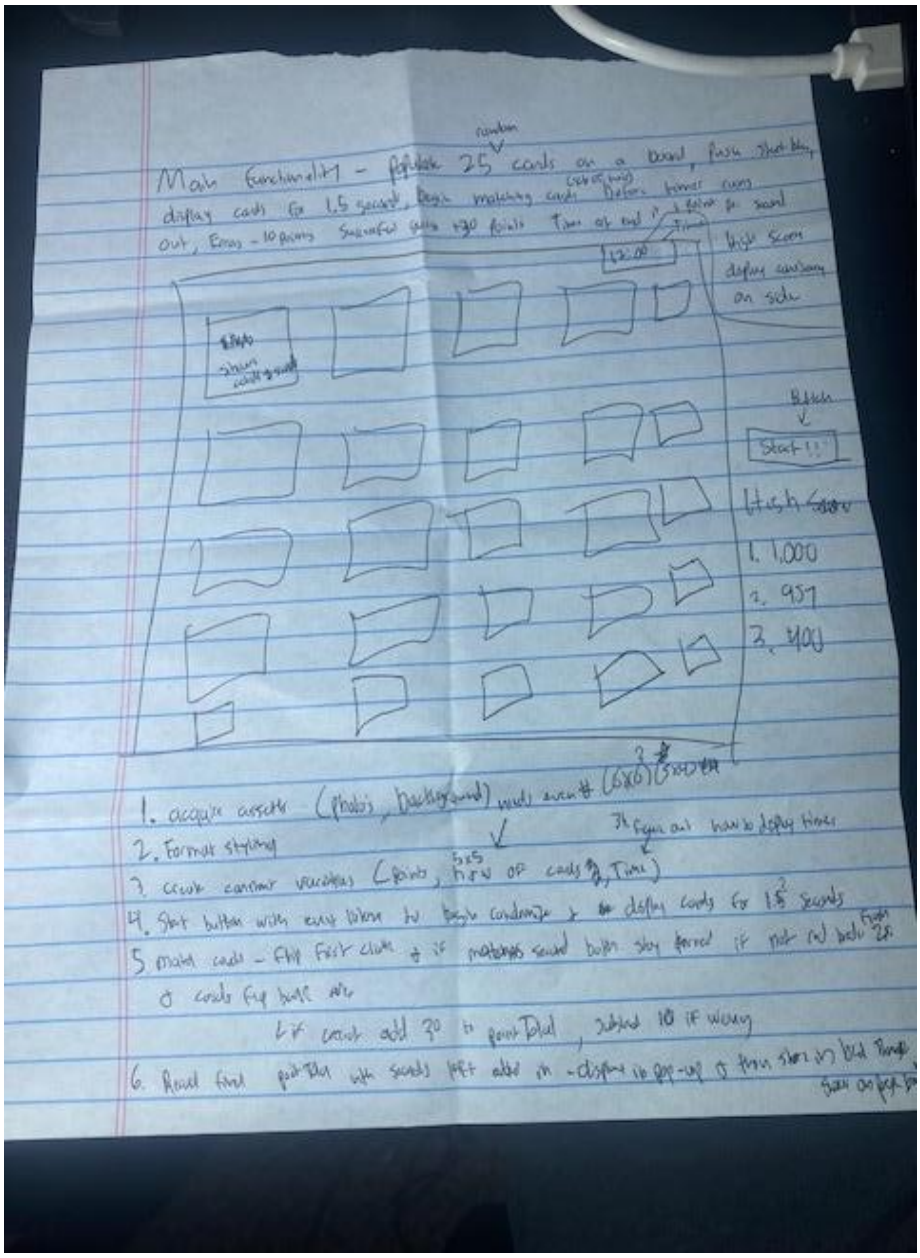
Wanted some more user interaction and to create a sense of urgency in the game so I added a timer that will remove all of the event listeners from the images when it runs out.

12/20

Really struggled to find a way for the game to end when all of the cards are turned. I wanted the timer to stop and to display a you win message. Messed around with it for quite a while but to be honest I am satisfied with where I am at in the project and I have completed my MVP.

12/22

Wanted to give the end game another shot and frustratingly figured it out within 10 minutes of sitting down. Finally finished with my project. Would have liked to implement a high score system using local storage but that can be an addition for another day.


Main Functionality - display 25 cards on a board, flash them, display cards for 1.5 seconds, begin matching cards, Matches stay out, Errors - 10 points
Time at end
12:00
High Scores
display username on side
Button
Start!
1. 1,000
2. 957
3. 400
1. acquire assets (photos, background)
2. Format styling
3. create constant variables (points, time)
4. Start button with event listener to begin countdown & display cards for 1.5 seconds
5 match cards - flip first click & if
cards flip back etc
if correct add 20 to points, subtract 10 if wrong
6. Reset timer