

- 1) Your project topic and how far you got with it
  - a) I completed my project and met the MVP that I set out to achieve, core functionality was using an array of 10 "codes" and displaying a matching game. I wanted to primarily use Javascript to create all of the elements and to add functionality. Other core functions that I wanted to implement were an error count and a countdown timer that forces the player to rush and adds a sense of urgency to the game.
- 2) Any problems or difficulties you ran into and how you resolved them
  - a) I really struggled finding a way to force the game to end if the player flipped all of the codes. Having the timer and images work together was a struggle for me and I kept trying to manipulate them using the source or the id's that I had attached. Eventually I had the idea to increment a value upon each matching set and if that total value equaled the total amount of cards then it would stop the timer and give you a win message.
- 3) What are some features you completed easily?
  - a) Having the images generate in the grid pattern seemed like pretty easy code to implement. It was really cool incorporating a for loop and dom manipulation to add event listeners and alter the source for each image.
- 4) What are some features you struggled with?
  - a) Again the end game so to speak was difficult for me to finalize, I had already technically met my MVP but I felt as though the project was missing some final touches and it really bothered me that the time would keep counting down even after the player had won the game.
- 5) Things you learned (working together, working alone, process, content, syntax, etc)
  - a) I learned a bunch from this project, I took a couple of ideas from some code alongs and implemented them into mine and it really improved the overall quality. Adding timeout's and interval timers were nothing that I had messed around with before and this really opened the door to what these features can be used for in the future
- 6) Why did you decide to create the project you did, and why did you choose the languages/libraries/frameworks you used.
  - a) It felt like a the next step in the progression from where we were at in the course material and I thought it would be a fun project that I could make as easy or as difficult as I wanted.
- 7) If you could put 20 more hours of work into the project what would you do next?
  - a) I really wanted to incorporate a high score system where the player could keep track of the top 3 or 5 high scores and it would display them on the side using local storage. I think that would be the next progression or maybe increase the difficulty and add a couple of languages giving the player the option of what size grid they wanted to try and work with.