**Project 2 - Updated**

This project covers Chapter 2 - 2.3. It is focused on Event Handlers and Event Listeners.

**I've created a broken memory card game with several intentional bugs that you must find, document, and fix.**

Additionally, you must edit the small emojis and styles to customize your working Memory Game. Your Memory Game code should be the code I am giving you with the bugs fixes.

**# Memory Game Bug Hunt - 6 Required Fixes**

There are exactly 6 major bugs in this memory game that you need to find, document, and fix each bug.

**All of the following must be included in one document. Please save the document as a PDF titled as follows: LastName\_Project2\_BugHunt.pdf**

1.  You will create a document and save it as a PDF with the following regarding your bug fixes.   
        a.  Describe what the code snippet should be doing and what is it doing incorrectly?

        c. Quote the SPECIFIC section from our textbook that explains the correct way to handle this  
                i.  Include page numbers and section titles  
               ii.  Explain how the textbook information helped you understand why this bug was a problem.

  2.  Show the buggy code and your fixed code in a table side by side. See example below

|  |  |
| --- | --- |
| Buggy Code #1 | Fixed Bug #1 |
| Buggy Code Snippet #2 | Fixed Code Snippet #2 |
| etc.... | etc.... |
|  |  |
|  |  |

3.**Fix Explanation:**  
     a. Explain why your solution works  
     b. Describe which event handling concepts you applied  
     c. Justify your choice of event handler vs. event listener

    d. Customize the Memory Game to make it your own in the following ways:

          i. change the small images with images that reflect your personality. Images can be found at [https://emojipedia.org/most-popular Links to an external site.](https://emojipedia.org/most-popular Links%20to%20an%20external%20site.)

        ii. change the styles within the html to reflect card colors that you like

All of 1-3 goes into the PDF.

Finally, submit a screen recording miniumum 30 seconds to show your fixed code working.

You are submitting 2 files.

1 is a PDF titled: LastName\_Project2\_BugHunt.PDF

2 is a video screen recording titled: LastName\_Project2\_MatchingGame

1. **You will create a document and save it as a PDF with the following regarding your bug fixes.** 
   1. Describe what the code snippet should be doing and what is it doing incorrectly?
   2. Quote the SPECIFIC section from our textbook that explains the correct way to handle this
      1. Include page numbers and section titles
      2. Explain how the textbook information helped you understand why this bug was a problem.
2. **Show the buggy code and your fixed code in a table side by side. See example below**

|  |  |
| --- | --- |
| Buggy Code Snippet | Fixed Code Snippet |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

1. **Fix Explanation:**
2. Explain why your solution works
3. Describe which event handling concepts you applied
4. Justify your choice of event handler vs. event listener
5. Customize the Memory Game to make it your own in the following ways:
   1. change the small images with images that reflect your personality. Images can be found at <https://emojipedia.org/most-popular>
   2. change the styles within the html to reflect card colors that you like

**Submission:**

1. **You are submitting 2 files.**

PDF titled: LastName\_Project2\_BugHunt.PDF

video screen recording titled: LastName\_Project2\_MatchingGame

1. All of 1-3 goes into the PDF.All of the following must be included in one document. Please save the document as a PDF titled as follows: LastName\_Project2\_BugHunt.pdf
2. Finally, submit a screen recording miniumum 30 seconds to show your fixed code working.
3. There should not be significant changes to the code below other than stylistic changes and bug fixes.