JAVASCRIPT PROJECT

The JavaScript Project is an opportunity for bootcamp students to

- Begin to pull together many different things they've learned so far
- Work on a more extensive and more complicated case study than labs and exercises as preludes to the React Project and Final Project
- Collaborate with teammates on a software project, experiencing the need for proper version control and project management

The majority of class time for these days will be committed to the project (although outside work may still be required) and there will be check-ins during those days to make sure groups are on-track.

The entire group will work together on one of the three projects. Take a little time to decide which one you want to tackle, because once you get started, you cannot move to another project.

Possible projects:
- Memory Game
- Point-Of-Sale Website
- Budget Buddy

See the following pages for more information on each project. Please recognize that the descriptions are minimum versions; it's hoped each group will go beyond these requirements and incorporate features of interest to them. **ALL CHOICES MUST BE MADE MOBILE FIRST AND MUST ALSO INCLUDE A DESKTOP LAYOUT.**

OPTION: MEMORY GAME OPTION

We all remember the classic memory game where we had to choose two cards at a time to see if they match, right? Good! You're building this. At a minimum, this game should include:

- A game board that displays all of the current cards face down in a random order.
- A start button that will initiate the game.
- Cards must "flip" or "turn" when the user clicks on them.
- If a pair of matching cards has been selected, remove the cards from the playing board after a short time.
- If a pair of cards does not match, they should flip back to being face down after a short time.
- Must include a reset button which will reset the game board.
- Display a timer that will notify the user how long it took them to complete the game.
- For flipping the cards, do not use any libraries or plugins.