**Project Rubric**

Your project will be evaluated by a Udacity code reviewer according to the [**Memory Game project rubric**](https://review.udacity.com/#!/rubrics/591/view).

**Version Control**

We recommend using Git from the very beginning. Make sure to commit often and to use well-formatted commit messages that conform to our [**Git Style Guide**](https://udacity.github.io/git-styleguide/).

**Development Strategy**

It's very important that you plan your project before you start writing any code. Break your project down into *small* pieces of work and plan out your approach to each one. It's much easier to debug and fix an issue if you've only made a small change. It becomes much harder if you wait longer to test your code. You don't build a house all at once, but brick by brick.

* Start by building a very simple grid of cards.
  + Don't worry about styling, just get something clickable on the page.
  + Figure out the HTML needed to represent a card. Remember, you have to represent two sides of the card. Are you going to have two separate elements stacked on top of each other?
* Add the functionality to handle clicks.
  + This should reveal the hidden side of each card.
* Work on the matching logic. How does your game "know" if a player guesses correctly or incorrectly?
* Work on the winning condition. How does your game “know” if a player has won?
* We recommend saving styling until the very end. Allow your game logic and functionality to dictate the styling.