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NEWM-N 220

Final Reflection Paper

Link to my code: https://alrwest.github.io/N220\_Summer2020/

Final Reflection

For my final project, I’m creating a concentration game that’s space themed. I’ve decided to write my reflection as I go through my project. I’m using it as another way of planning on top of the pseudocode that I’m writing on paper (to see if this is a good way of planning projects in the future.) First, I decided to ask myself if I should write my HTML/CSS or my JavaScript initially. I decided to go with my HTML/CSS first, so I have something tangible to refer to when writing my JavaScript.

Since I’ve been taking a course that heavily involves HTML and CSS, it was easy for me to come up with a grid for the playing cards. I decided the best way to do this was to create a div wrapper (which I’ve come to find to be a very useful tool) to lay out the background. I decided to use a width and height that can easily be sectioned into four even parts, for the required 4 X 4 grid. I created a row div and filled it with 4 column divs and copied and pasted three other times to lay out the grid. I added padding and margins to add space between the background and each individual card div. Once everything was nice and even and met the requirements, I decided to style the board with a space theme.

While styling the board with images for the cards, I’ve started thinking of pseudocode of what’s going to happen as each card is flipped. In the meantime, I went and gathered all of the images I would need for the cards themselves. 8 planets, 8 pairs, 16 cards total to fill the 4 X 4 grid. The current background-image properties work excellent with any card, so I will be able to reuse those in the future. While I write out some initial pseudo code, I’m going to see where my head’s at and find a few videos to look over to begin the main aspects of the project.

**Algorithm for Concentration Game**

Diagram, text

Description automatically generated