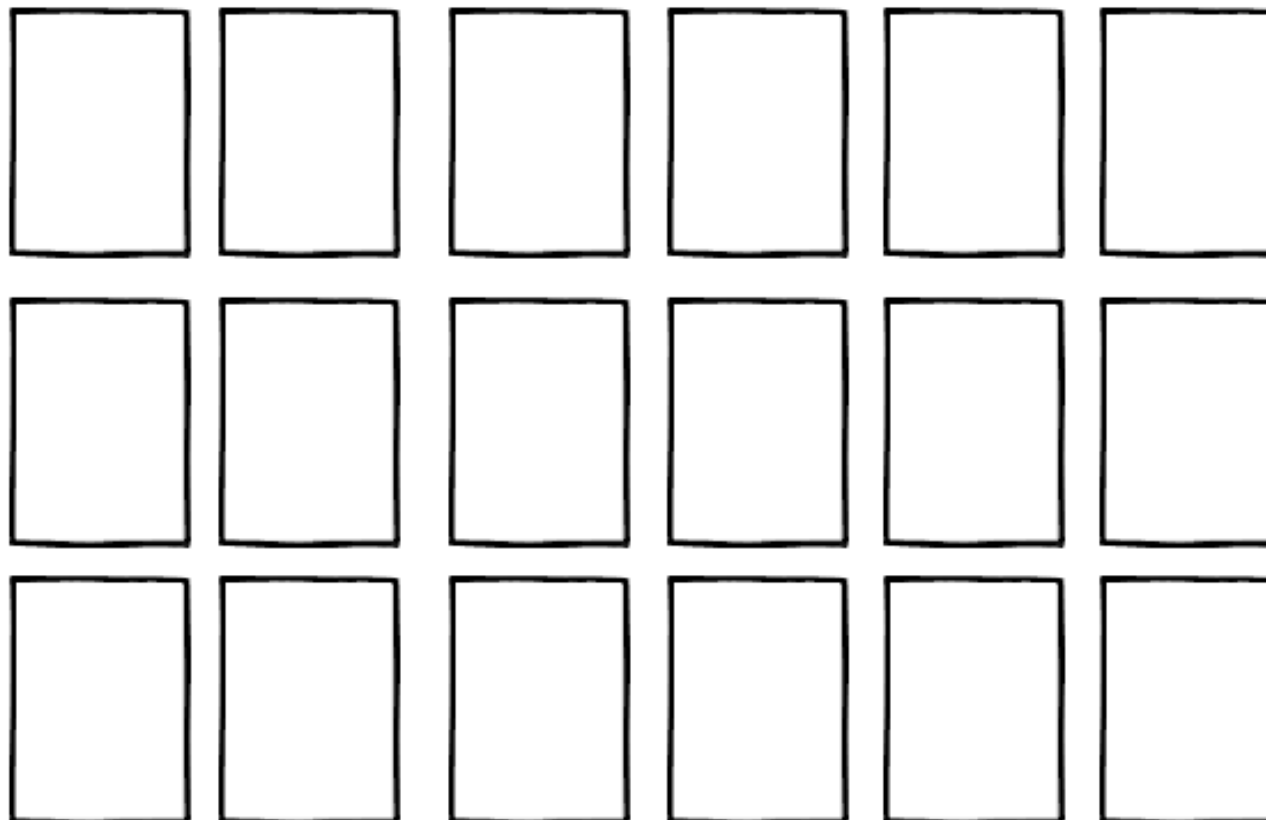




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## Card Matching Game



Restart

## Game Rules

- Once you go onto the webpage, cards are flipped and unable to see the front.
- Press cards to flip to see where the cards are located.
- If cards are matched, a matched pair of cards stay flipped.
- Once you are done with matching all the cards, you win the game.
- There is no limit in number of flipping and matching cards
- You can press 'Restart' button whenever you want to restart.
- The restart button starts over and shuffle card automatically.

## Main Technologies

- Creating decks (Arrays)
- Shuffling decks (random function)
- for loops
- Click events
- Matching method

An explanation of the major problems you plan to face while implementing this game.

- Shuffling decks
- Matching method to compare whether cards are same or different

An explanation of how you foresee yourself solving the aforementioned problems.

- Using for loops and math.random to shuffle the deck
- I can use 'if' statements to compare the condition.