Memory Game for Kids in JavaScript

Content :

1.Creating the structure of the game board.

I started with creating a 4 x 4 grid game board to hold 16 cards using the   html `<table>` element. I created a table with 4 rows and 4 columns.
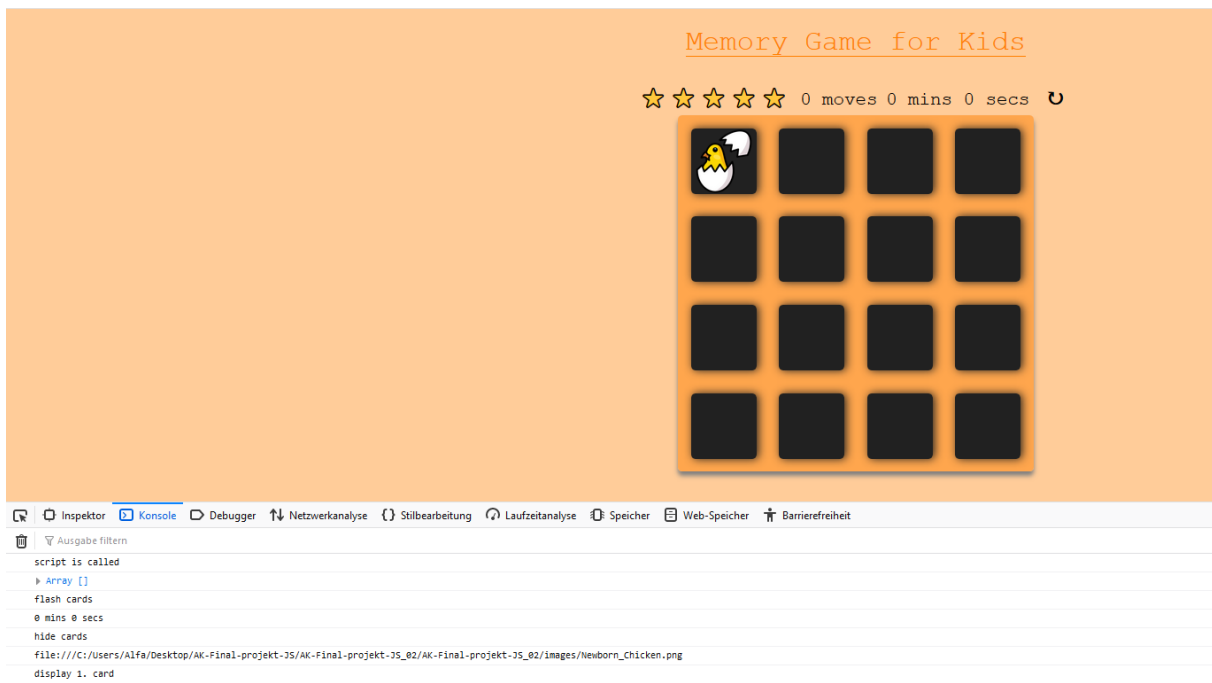Then I set the images visibility to hidden which turned the game board into a grid with 16 black cells.

2. Displaying the cards images on click of each card

it looks like the images are behind the card and will flip to display the images when clicked.

I collected all the cards i.e all the `<td class="game-card">` and stored them in a variable thus: `let cardElements = document.getElementByClassName('game-card')`. Then I used a for loop to loop through them and add a click event listener.

```
for(let i = 0; i < cardElements.length; i++) {

        cardElements[i].addEventListener('click', displayCard)

}
```


3. Shuffling Cards

The game requires that cards had to be shuffled on page load (when the game starts) or on restart. A shuffle function called the Fisher-Yates (https://en.wikipedia.org/wiki/Fisher-Yates_shuffle)

Shuffle was provided already.

Next, I call the startGame() function on page load

```
window.addEventListener('load',startGame);
```

4. Matching Cards

Here we have three option

1.when there is no card open ,open a card as actual card.

2. when another card open, push the actual card value to first card

3. then again compare both the card

For matching

Or not matching

5. Counting and Displaying How Many Moves Player Has Made

call a moveCounter() function which increments the number of moves a player has done when two cards have been selected, then sets the innerHTML of my counter element to that value.

6. Displaying Star Rating that Reflects Player's Performance Based on the Number of Moves Made.

I collected all .star elements in an array called starElementsArray

Then modified moveCounter() function; reducing opacity

7.Display a Modal When The Game Ends

When all cards have been correctly matched; the game ends and a modal should appear to alert the user.