<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8"/>

<title>Memory Game </title>

<link href="css/memory.css" rel="StyleSheet" />

</head>

<body>

<h1>Memory</h1>

<div id="jack"><h2></h2></div>

<div class="result">

<p id="points">

</p>

</div>

<div class="frame">

<div class="bricks" id="div1"></div>

<div class="bricks" id="div2"></div>

<div class="bricks" id="div3"></div>

<div class="bricks" id="div4"></div>

<div class="bricks" id="div5"></div>

<div class="bricks" id="div6"></div>

<div class="bricks" id="div7"></div>

<div class="bricks" id="div8"></div>

<div class="bricks" id="div0"></div>

</div>

<audio id="johnny">

<source src="sounds/johnny.wav"/>

</audio>

<audio id="win">

<source src="sounds/applause.wav"/>

</audio>

<embed height="50" width="100" src="sounds/cosmic.wav">

<script src="js/memory.js"></script>

<script src="js/memory.underscore.js"></script>

<script src="http://code.jquery.com/jquery-1.10.1.min.js"></script>

<script src="js/memory.play.js"></script>

<script src="js/memory.script.js"></script>

<script src="js/memory.array.js"></script>

<script src="js/memory.win.js"></script>

<script src="js/memory.jack.js"></script>

</body>

</html>

/\*jslint browser:true \*/

/\*global memory:false, $:false, alert: false, confirm: false, console: false, Debug: false, opera: false, prompt: false, WSH: false \*/

var audio, answer, playSound;

memory.win = function () {

"use strict";

$("h1").text("Winner!");

$(".bricks").css("background-image", "url(images/sal.jpg)");

audio = $("#win")[0];

playSound = function () {

audio.load();

audio.play();

};

playSound();

setTimeout(function () {

answer = prompt("Would you like to play again?");

if (answer === ("yes" || "Yes")) {

location.reload();

} else {

window.location = "http://31.media.tumblr.com/a24f9c3e32669500c669b23c2af75197/tumblr\_mgj2rlUeQV1s16jdho1\_400.gif";

}

}, 8000);

};

/\*jslint browser:true \*/

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$(function () {

"use strict";

var card1,

div2,

card2,

div1,

countClick = 0,

points = 0,

canIclick = true,

hideWrongAnswer = function (div1, div2) {

setTimeout(function () {

div1.css("background-image", "url(images/monster.jpg)");

div2.css("background-image", "url(images/monster.jpg)");

canIclick = true;

}, 1500);

};

$(".result p").text("Points: " + points);

$(".frame div").click(function () {

if (canIclick) {

var i = Number($(this).attr("id").replace("div", ""));

$(this).css("background-image", "url(" + memory.array[i].url + ")");

if (countClick === 0) {

countClick = countClick + 1;

div1 = $(this);

card1 = memory.array[i].url;

if (card1 === "images/jack.jpg") {

memory.jack();

}

} else {

div2 = $(this);

if (div2.attr("id") !== div1.attr("id")) {

card2 = memory.array[i].url;

if (card2 === "images/jack.jpg") {

memory.jack();

} else {

if (card1 !== card2) {

canIclick = false;

hideWrongAnswer(div1, div2);

} else {

points = points + 1;

if (points === 4) {

memory.win();

}

$(".result p").text("Points " + points);

}

countClick = 0;

}

}

}

}

});

});

/\*jslint browser:true \*/

/\*global $:false, memory:false, alert: false, confirm: false, console: false, Debug: false, opera: false, prompt: false, WSH: false \*/

var i = 0,

audio,

playSound,

canIclick,

answer,

jack, jackArray = ["A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y. ", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y.", "A", "l", "l ", "w", "o", "r", "k ", "a", "n", "d ", "n", "o ", "p", "l", "a", "y ", "m", "a", "k", "e", "s ", "J", "a", "c", "k ", "a ", "d", "u", "l", "l ", "b", "o", "y.", " "],

stopJack = 0;

memory.jack = function () {

"use strict";

if (stopJack < 220) {

$("h1").text("GameOver");

$("#points").hide();

$(".frame").hide();

setTimeout(function () {

$("h2").text($("h2").text() + jackArray[i]);

i = i + 1;

memory.jack();

}, 40);

stopJack = stopJack + 1;

} else {

answer = prompt("Would you like to play again?");

if (answer === ("yes" || "Yes")) {

location.reload();

} else {

$("h2").hide();

$("#points").show();

$(".frame").show();

$(".bricks").css("background-image", "url(images/jack.jpg)");

audio = $("audio")[0];

playSound = function () {

audio.load();

audio.play();

};

playSound();

setTimeout(function () {

window.location = "http://24.media.tumblr.com/f4a1ae4af719fde1a3c09ddbd1418eb6/tumblr\_mnl942xI9r1snnccgo1\_500.gif";

}, 4000);

}

}

};

/\*jslint browser:true \*/

/\*global $: false, memory: false, alert: false, confirm: false, console: false, Debug: false, opera: false, prompt: false, WSH: false \*/

memory.array = \_.shuffle([{

url: "images/1.jpg"

}, {

url: "images/2.jpg"

}, {

url: "images/3.jpg"

}, {

url: "images/4.jpg"

}, {

url: "images/1.jpg"

}, {

url: "images/2.jpg"

}, {

url: "images/3.jpg"

}, {

url: "images/4.jpg"

}, {

url: "images/jack.jpg"

}]);