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Memory Game

REVIEW

CODE REVIEW 7

HISTORY

Meets Specifications

CONGRATULATIONS! 🌟🌟🌟

Your project passes and meets all the specifications! 🚀

Great Work Done till now. Keep up the hard work. 😊

All the best for upcoming lessons and projects(if any).

Happy Learning!

Stay Udacious! 🍷

If you like my review, please rate 5 ⭐ at the right bottom of the screen. Feel free to add any sort of comments about my review. I'll get to know if I am on the right path of reviewing or not. 😊

Thankyou

Regards

TEAM UDACITY

Game Behavior

- ✓ The game randomly shuffles the cards. A user wins once all cards have successfully been matched.

Good Job 🍷 Your card shuffle logic works well, it randomly shuffles the card each and every time. User wins after all cards are matched. Awesome!

- ✓ When a user wins the game, a modal appears to congratulate the player and ask if they want to play again. It should also tell the user how much time it took to win the game, and what the star rating was.

Great Congratulations popup! It works well and pops up on time. Keep it up. 😊

- ✓ A restart button allows the player to reset the game board, the timer, and the star rating.

Great! The restart button is working totally fine. Good going! 😊👍

- ✓ The game displays a star rating (from 1 to at least 3) that reflects the player's performance. At the beginning of a game, it should display at least 3 stars. After some number of moves, it should change to a lower star rating. After a few more moves, it should change to a even lower star rating (down to 1).

The number of moves needed to change the rating is up to you, but it should happen at *some* point.

Nice work done on the star rating logic. The ratings changes as the number of moves increases. It works fine just as required. 🍷🍷

- ✓ When the player starts a game, a displayed timer should also start. Once the player wins the game, the timer stops.

Great work done with the timer here. It starts when the user clicks on the first card and stops when the game ends just as required. AWESOME !! 😄 😄

- ✓ Game displays the current number of moves a user has made.

Awesome Work done with the logic of counting the number of moves. Your logic works totally fine without any error. 🔥 🔥

Interface Design

- ✓ Application uses CSS to style components for the game.

Nice use of CSS, I enjoyed playing it. 😄 😄

- ✓ All application components are usable across modern desktop, tablet, and phone browsers.

Documentation

- ✓ A `README` file is included detailing the game and all dependencies.

Great work done on adding readme file. Your readme file contains all the required material. Marvelous! 😄

- ✓ Comments are present and effectively explain longer code procedure when necessary.

Comments are really useful when others try to understand your code. You have great command on adding comments in the code. Impressive work. 👍

- ✓ Code is formatted with consistent, logical, and easy-to-read formatting as described in the [Udacity JavaScript Style Guide](#).

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CODE REVIEW COMMENTS



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