UDACITY

PROJECT

Memory Game

A part of the Front-End Web Developer Nanodegree Program

PROJECT REVIEW

CODE REVIEW 6

NOTES

SHARE YOUR ACCOMPLISHMENT!

Requires Changes

1 SPECIFICATION REQUIRES CHANGES

Hi, you've done a great job! Your code is one of the best codes I've reviewed so far! I have left a couple of suggestions for you. Also, the only thing you need to change is your readme. I've provided suggestions for that also. If you find my suggestion useful, do give this review a 5 star rating.
All the best and keep up the good work! : star2:

Game Behavior

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

A small suggestion, don't show the hidden symbols to the users initially. Let the cards remain closed only. Otherwise the game gets a bit easier to win!
Another thing, you did a good job on writing warning in red banner when the user clicks on the same card twice or tries to click three cards in quick succession but they only go away when user clicks on the cross. If a user does not click on the cross, the warning stays forever. What you can do is, close the warning after a set time or maybe after a click.

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.

Works as expected!

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

Works perfectly!

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.

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

You can start the timer at the first click instead of as soon as the page is loaded! :)

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

Interface Design

Application uses CSS to style components for the game.

Good job with the design! 👍

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

Very good job making the site responsive. Very few people make the site responsive even though it's on the rubric! Great work! 👏

Documentation

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

Your project is very good but it is missing an essential component, a good readme! Your readme should describe your project so that other developers and users can understand what your project is. Your readme should include instructions on how to play the game, what the game is, the rules of the game and what browsers are supported. Also, it should include a list of dependencies of your project such as Bootstrap, Font Awesome etc. For more information about readme, please refer to this course:
writing readmes

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

Code is formatted with consistent, logical, and easy-to-read formatting as described in the Udacity JavaScript Style Guide.

RESUBMIT

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6 CODE REVIEW COMMENTS ❯

Best practices for your project resubmission

Ben shares 5 helpful tips to get you through revising and resubmitting your project.

Watch Video (3:01)

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