Number Memory Game that looks like this:

<https://www.humanbenchmark.com/tests/number-memory>

Create Object called memoryGame:

memoryGame = {}

memoryGame.level = 0;

memoryGame.generateRandomNumber = function(level){

return (random number with number of digits = level.

memoryGame.displayTimeCounter = function(){

}

Initial Frame describes the game.

When user click start, move to frame 2:

Frame 2:

Generate a random number and store it in a variable:

Display the random number to the user along with a timer

When timer runs out move to frame 3:

Frame 3:

Display a form input and ask user “what was the number?”

Read users input and store it in a variable

If(userNumber === randomNumber){

Level ++;

Move to Frame 4:

Else{

Display user that they have failed

Move to Frame 5

}

Frame 4:

Tell user “congratz you got it right”, click next level to go to next level.

When user clicks next level, go back to Frame 2.

Frame 5: Do you want to play again?

If( yes) {

Level = 1;

jump to Frame 2

}