# Memory Card Game checklist

## Gameplay

1. Create Three rounds with 4, 8, and 12 images respectively
2. Three Star rating system per round
   1. **(maybe)** 5 guesses per star, after 15 failed guesses the player loses and the round restarts
3. Game is timed
4. Possibly a leaderboard

## Aestethics

1. 4 cards per row
2. Cards all start as blank but mouse hover reveals the image
   1. Each round the reveal is slightly faster (eg rd 1: reveal for 5 secs, rd 2: 3 secs. Rd 3: 1 sec)
3. At the start of each round all images are revealed
4. Player should be asked for their name

## Tech spec

1. Cards must shuffle randomly
2. Game must now how to handle correct and incorrect guesses
3. Game should display the current number of moves a user has made
4. A restart button should allow the player reset the game board, the timer, and the star rating.
5. A congratulations modal should appear when the player wins while showing a button to play again and modal should show: How much time it took, and star rating.
6. A failed message should appear giving the user the option to restart the round and the game

Round One Checklist

1. ~~Choose 4 images and put them in boxes~~
2. ~~Create a h1 tag with a name of the round and a p tag with instructions~~
3. ~~Create a background that adds a 3d feel~~
4. ~~Give individual boxes backgrounds to add depth~~
5. Put a blanking screen over each box when not clicked or hovered over
6. Create a reveal effect when hovered
7. When black box is clicked, image stays revealed
8. When two matching images are clicked -both turn gold
9. When incorrect images are clicked, -turn ‘em red for 0.7 secs then back to black
10. Add the timer
11. Create a 5 star system
    1. Each star is removed after 3 failed attempts
    2. When 15 failed attempts occurs, game is over