Concentration Memory Game Mockup

A screenshot of a game

Description automatically generated

Concentration Memory Game Pseudocode

1. State Variables

- Initialize 'cards' as an array of all memory cards

- Initialize 'hasFlippedCard' as false

- Initialize 'lockBoard' as false

- Initialize 'firstCard' as null

- Initialize 'secondCard' as null

2. Function flipCard():

- If lockBoard is true, return (do not flip the card)

- If this card is the same as firstCard, return (do not flip the same card again)

- Add 'flip' class to the clicked card's class list

- If hasFlippedCard is false:

- Set hasFlippedCard to true

- Set firstCard to the clicked card

- Set secondCard to the clicked card

- Set lockBoard to true

- Call checkForMatch()

3. Function checkForMatch():

- Compare pictures of firstCard and secondCard

- If they match:

- Call disableCards()

- Else:

- Call unflipCards()

4. Function disableCards():

- Remove 'click' event listener from firstCard and secondCard when condition is meet

- Call resetBoard()

5. Function unflipCards():

- Wait for 1500ms using a setTimeout:

- Remove 'flip' class from firstCard

- Remove 'flip' class from secondCard

- Call resetBoard()

6. Function resetBoard():

- Set hasFlippedCard to false

- Set lockBoard to false

- Set firstCard to null

- Set secondCard to null

7. Function initialize():

- Render cards

- Shuffle the cards:

- For each card in cards:

- Generate a random position between 0 and 11

- Set the card's order style property to the random position

8.Event Listeners

-Add 'click' event listener to each card, calling flipCard() on click