

Team 2 Assignment

Step by Step:

1) Display 3 cards in the player's hand

(use your preferred size == size of the board cell)

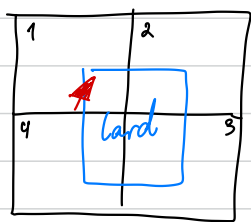
2) Allow the user to **drag and drop** any of these cards

3) If within the board, **snap the card** to the div closest to the mouse when released

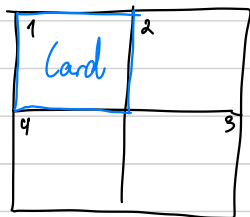
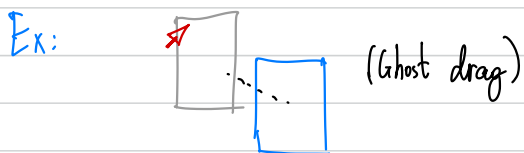
4) Mark used cells so that 2 cards cannot exist in the same cell.

5) Unmark cell when a card is removed.

Details:



As the user is dragging the card,
there should be no sideeffect visually.



No weird card teleportation **UNLESS**: snapping.

← When snapping the cell will **NOT** change size.

Recommendation: Use the client's mouse position and the cell's "boundary box"

Irrelevant: Card sizes, color or starting position.

Exact board or cell sizes, make it easy to work on