# Web Assignment 2

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# 2 - Client-side JavaScript

**2.1) Plan of action:**

* A game is started.
* Player waits to be matched to someone else.
* Possibility to cancel during waiting time.
* Match is found – New game is started.
* Timer starts and two players compete to see who will finish first.
* If one player quits the game or closes the window their opponent wins and the game ends.
* When someone finishes first their opponent is informed and the game ends.
* To win players need to find all matching cards before the other player.

**2.2) Use of design patterns:**

* A game is started.