

MEMORY GAME DEVELOPMENT FEATURES

Technical Aspects and Features:

1. A loosely coupled MVC pattern was applied using **prototype.js** as a framework.
2. The application is able to restart without the need to refresh the browser.
3. The DOM elements are all cached at the beginning of the game to enable a faster manipulation of the graphic elements.
4. No lazy loading was implemented due to no need performance wise. The application is pretty slim.
5. Rules are displayed to the user the first time he views the game. A client side cookie is used to control this afterwards.
6. Time Limit was introduced to bring a greater user experience.
7. User can view the highscores at anytime to enable a greater competitive edge.

Development time:

Expected: 18-24h

Real: 26-28h

Greatest Challenges:

1. Restart the Game without refreshing the browser
2. Keyboard Events control and management

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