

Project Memory Board Game

Assignment CW1

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FWD16

Purpose:

To create a single page web application with the purpose to entertain and train your memory.

Language: JavaScript.

Introduction:

It all started with getting inspiration on google. I found some ideas but the one that felt most fun and interesting was a memory game.

I was thinking that it must be good exercising and a fair project for this amount of time. I thought that the code behind a game like this is interesting because there are many functions in the game and it is possible to develop this pretty far, you could make this advanced if you're into it.

The game concept:

A certain amount of tiles in a board to be display with back of the tiles in front.

You click the tiles and they turns and displays a letter/image and you must find a match.

If there's not a match the tiles turn back again. If there is a match the stay turned and display the content of the tile.

For every try to find a match there is a counter called "Tries" that will increase for displaying how many times you flipped the tiles.

For every match of tiles there is a counter called "Pairs" that will increase for displaying how many pairs you have collected.

If you want to restart the game I made a button for this function. If this is pressed it creates a new board of shuffled tiles.

Addition: I made a box under the game that displays the shuffle-swap between the tiles for every start of the game. It shows the changed index positions. I thought this was a fun implementation.

Design:

I've chosen a cartoon theme on the game for a funnier approach on the game. All designs(images) is picked from internet with small changes made.

Testing:

Testing have been made during the creation of the game and after with complete tests.

- Check if tiles stay turned on match
- Check if the tiles turns back if no match
- Check if counter(pairs) is increasing and reset on new game
- Check if counter(pairs) is increasing and reset on new game

Conclusion & problems:

Very interesting project and I've learned many things within this project, but the most difficult problem for me with this game have been to understand how to make the tiles display an image instead of a letter.

I googled for days for this issue and tried many different approaches, I've even created three different projects that I've worked on in hope to find a solution. But time goes fast and I continued with other tasks I wanted to include in the game.

Additions I wanted to include:

- I wanted to have a timer that makes the game harder. If the time runs out, you should have to start over again.
- I would create different levels with more tiles
- A scoreboard
- Backgroundmusic

This is tasks I started to work on but removed half finished code due to deadline.