Pseudocode

CONCENTRATION: MEMORY GAME of DETROIT

- 1 player game
- 16 card (4x4)
- 8 matches total
- 15s timer for each move
- Shuffle button (reset game & shuffle cards)
- Begin button
- When Player clicks "Begin" - board will:
  - Appear on backside (cards)
  - Preview cards (flip to front side quickly)
  - Flip to back
  - Quick shuffle
  - Timer begins
- There will be a 15 second timer for each turn to select a match
- When a card is selected it will flip over to image
  - When Card1 flips over it will stay flipped throughout turn (15s && || player 2 is selected)
  - If player selects Card1 and does not choose Card2 within 15s, card(1) selected will *shake* and flip back over
  - If player selects Card1 and chooses Card2 within 15s && Card2 is the incorrect match, then both cards will *shake* and flip to backside
  - If player selects Card1 and chooses Card2 within 15s && Card2 is the correct match, then both cards will stay flipped throughout duration of game
    - If player selects 'Shuffle', all cards will flip to backside
  - *Confetti or celebratory
  - Repeat steps throughout game
- When all matches are made message will say congratulations
- Shuffle prompt will appear under congratulations